



SHONEN JUMP MANGA

Story by **Yumi Hotta** Art by **Takeshi Obata**
Supervised by **Yukari Umezawa (5 Dan)**

volume 9



Yumi Hotta

When *Hikaru no Go* was first serialized, my daughter was in elementary school and my son was in middle school. Now, they've moved on to middle school and high school. Time sure does fly.

—Yumi Hotta

It all began when Yumi Hotta played a pick-up game of Go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump**'s Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named, "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about Go. The rest is modern Go history.

HIKARU NO GO VOL. 9
SHONEN JUMP Manga Edition

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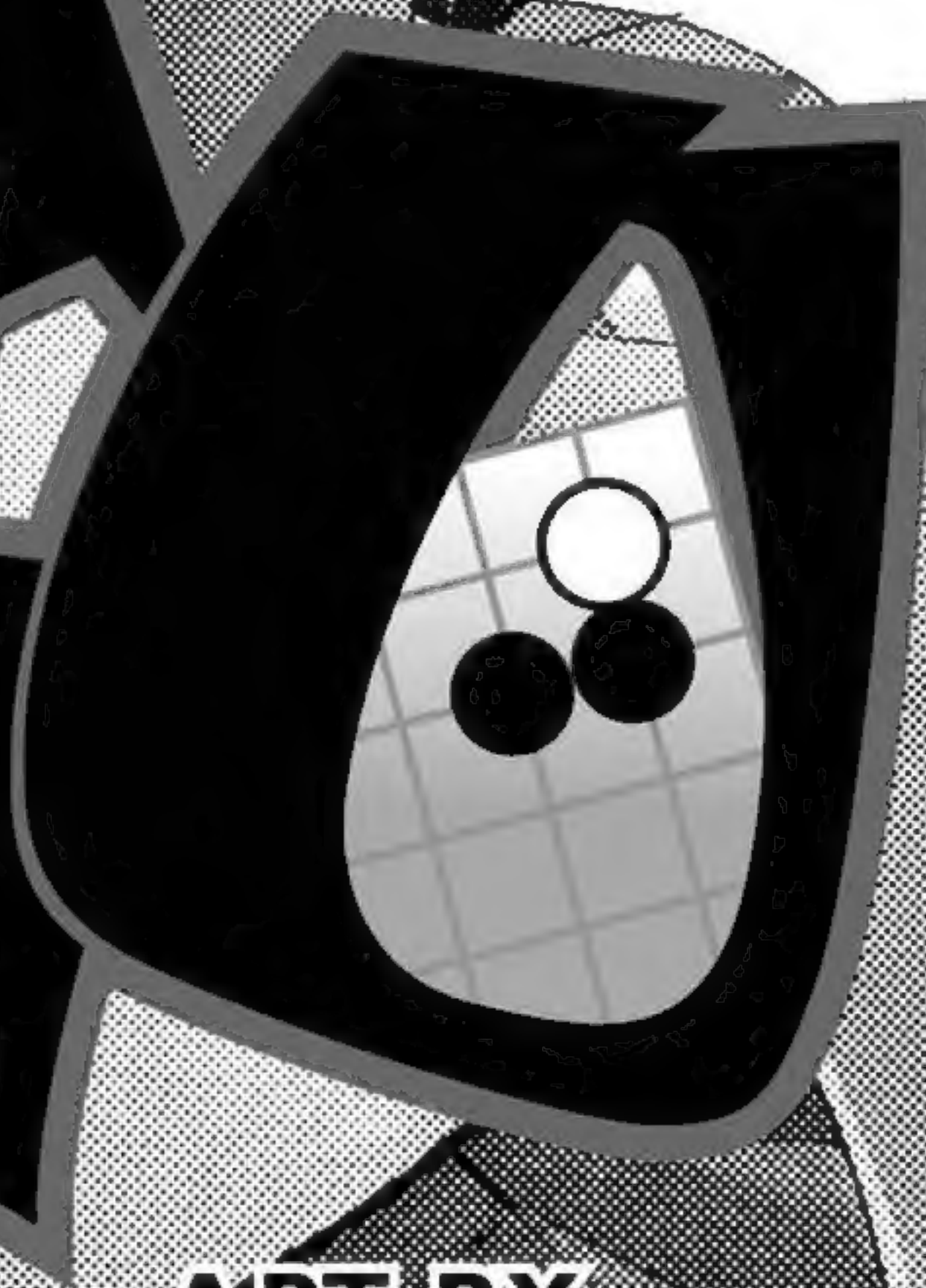
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9

THE PRO TEST BEGINS

Hikaru
no



STORY BY
YUMI HOTTA

ART BY
TAKESHI OBATA

Supervised by
YUKARI UMEZAWA
(5 Dan)

Fujiwara-no-Sai

Hikaru Shindo

● i n t r o d u c t i o n s ●
C h a r a c t e r s

Yun sensei

Akira Toya

Ashiwara sensei



Shinichiro Isumi



Yuta "Fuku" Fukui



Ryo Iijima



Toshiro Tsubaki



Kosuke Ochi



Asumi Nase



Yoshitaka Waya

The Story Thus Far

Hikaru Shindo discovers an old Go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius Go player from Japan's Heian Era, enters his consciousness. Sai's love of Go inspires Hikaru, as does a meeting with the child prodigy Akira Toya—son of Go master Toya Meijin. With his interest in Go awakened, Hikaru now dreams of becoming a professional player.

Five games are played over five days in the preliminary round of the pro test, and players with three wins move to the main round. Hikaru's first opponent is Toshiro Tsubaki. Tsubaki's gruff manner throws Hikaru off, and he ends up with a loss. He's still nervous on his second day and loses again. His third opponent is Fuku, whom Hikaru has played at his insei school. Hikaru calms down and gets his first win. After a win on the fourth day and a bye on the fifth, Hikaru squeaks by to the main round. Sai realizes that one of Hikaru's weaknesses is that he hasn't played against different kinds of players, so Hikaru, Waya, and Isumi head to a Go salon to play against adults—team-style.

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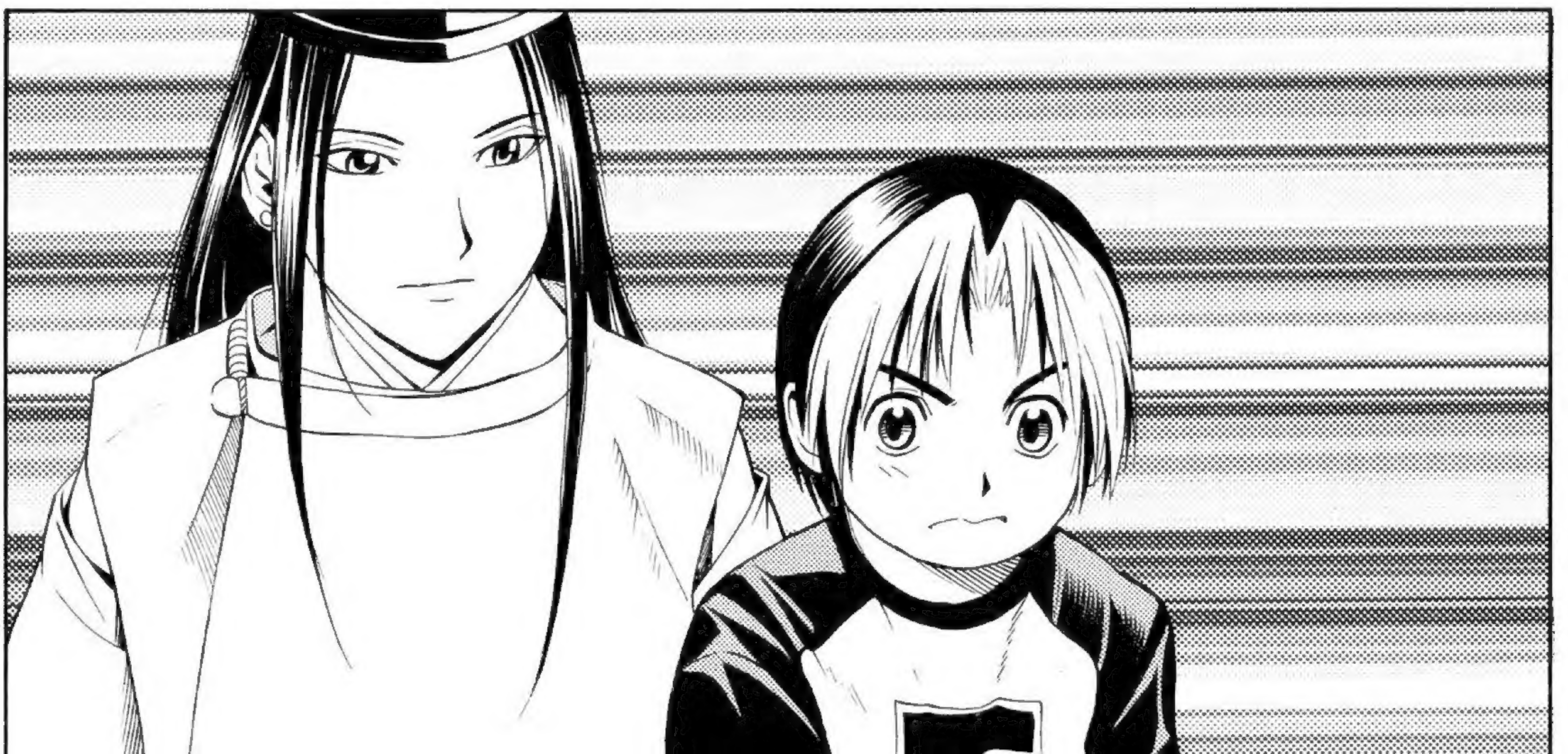
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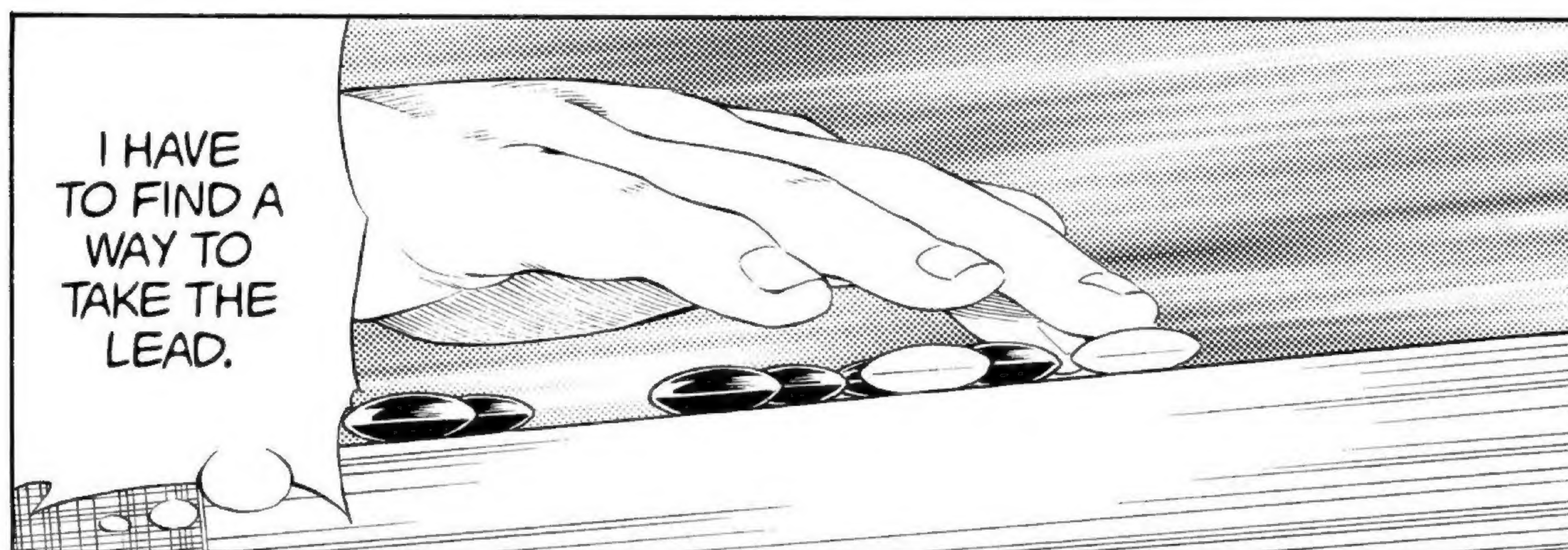
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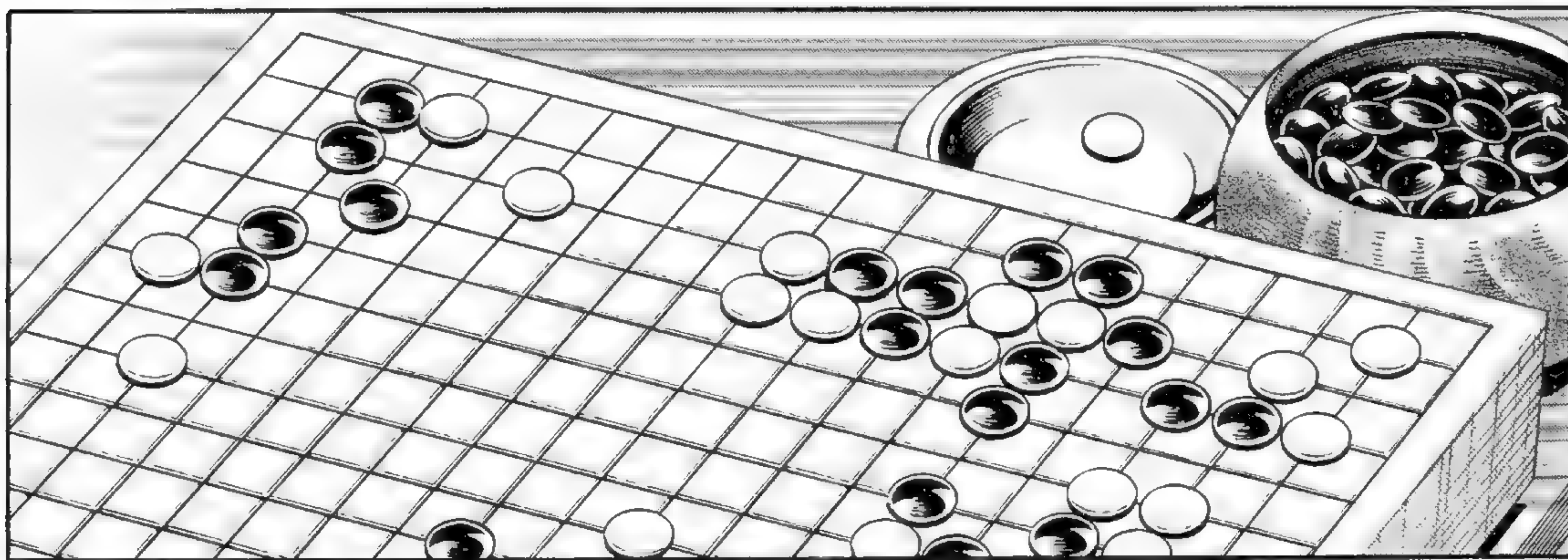
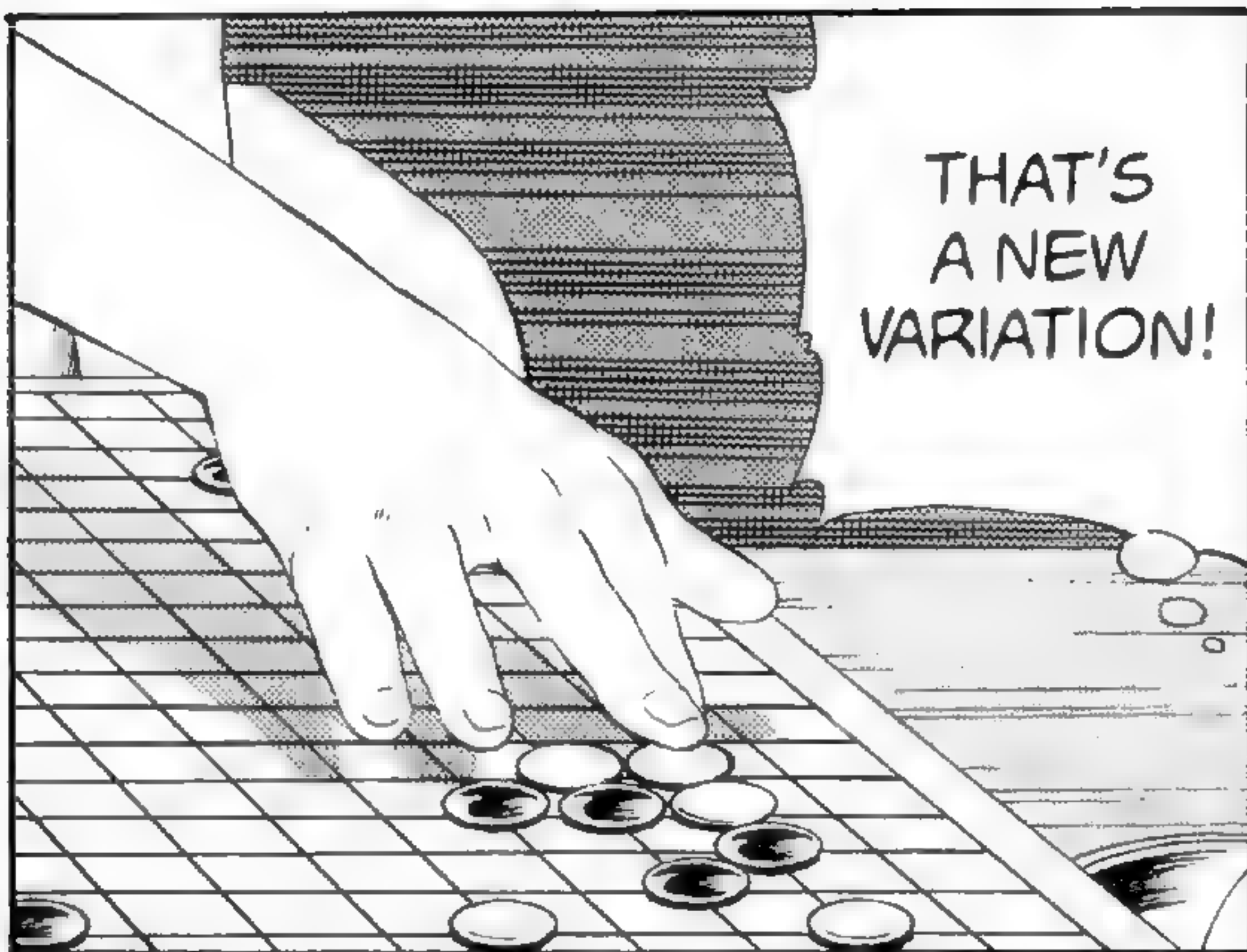
Game 70

“Training Is Fun!”



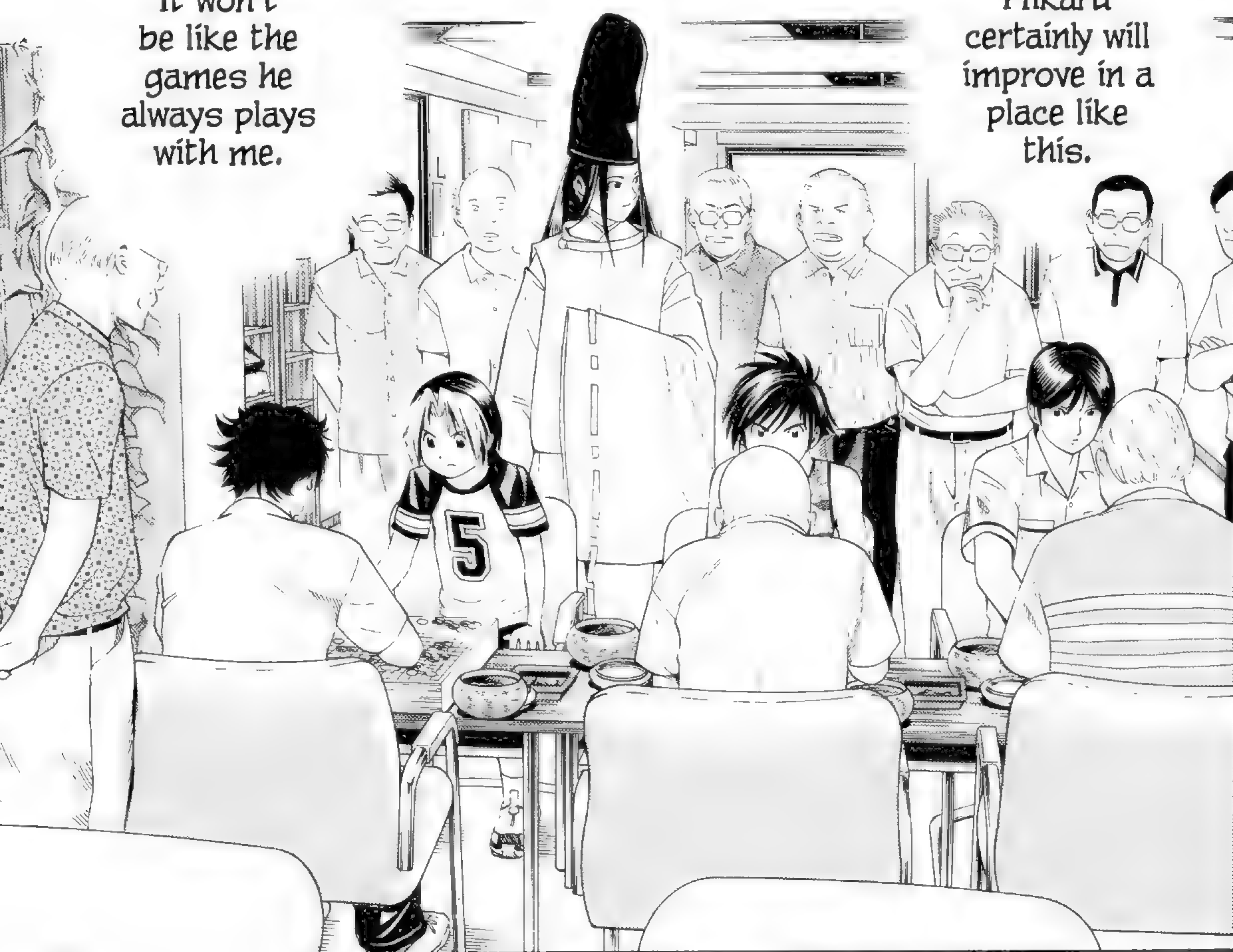




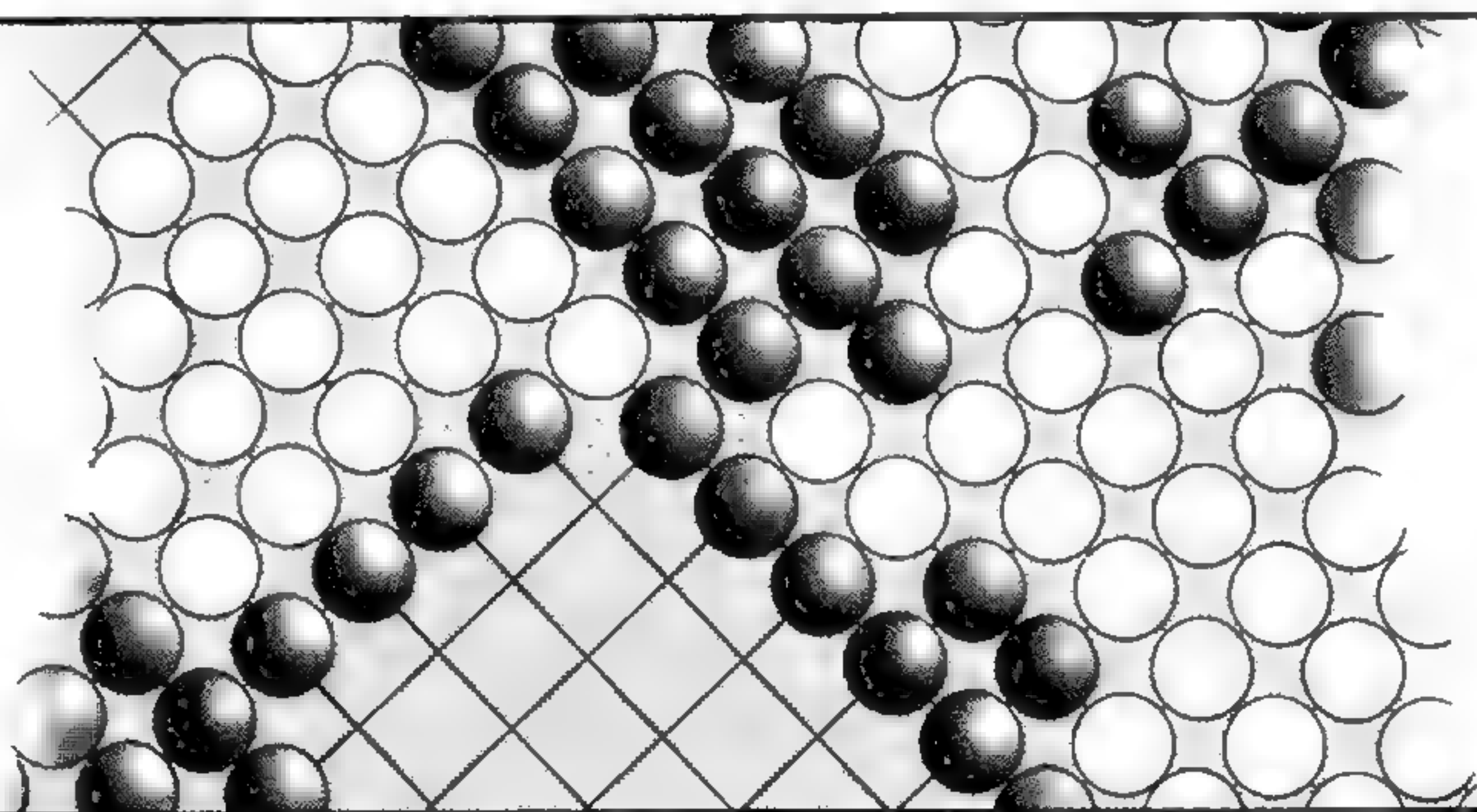


It won't
be like the
games he
always plays
with me.

Hikaru
certainly will
improve in a
place like
this.

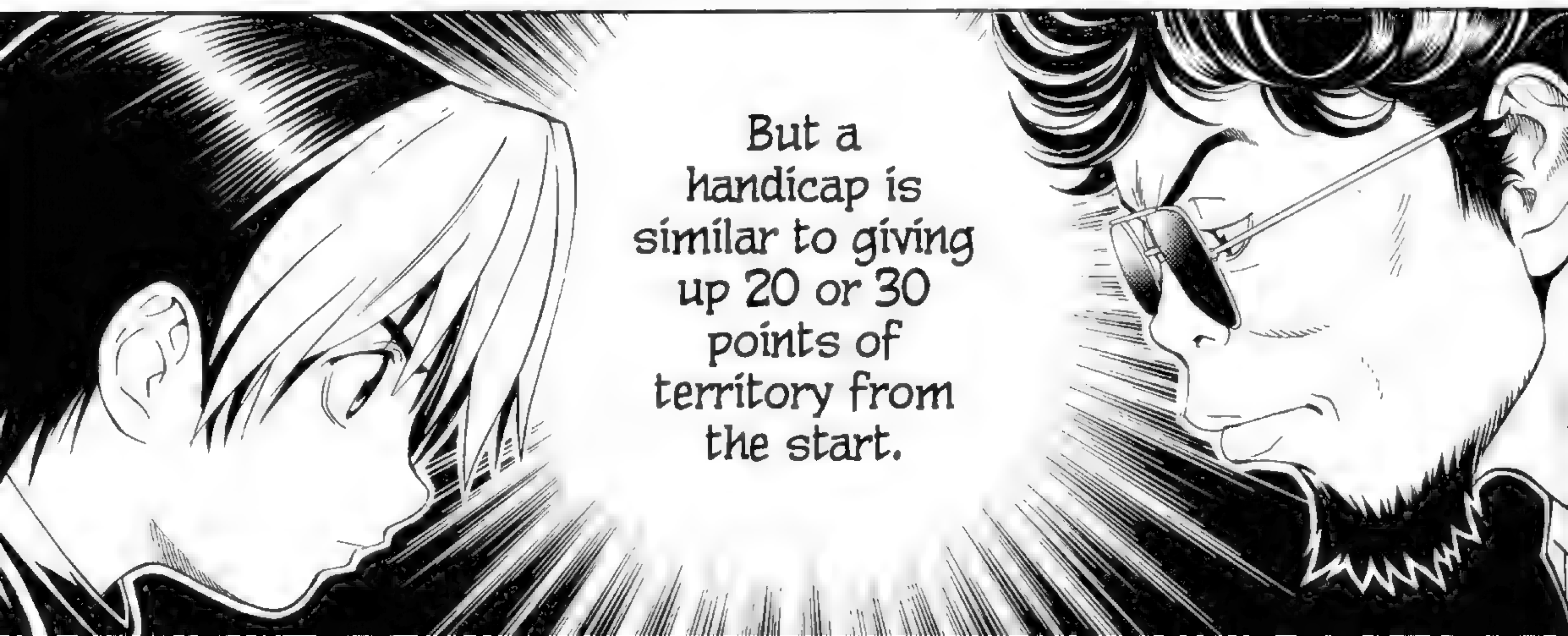


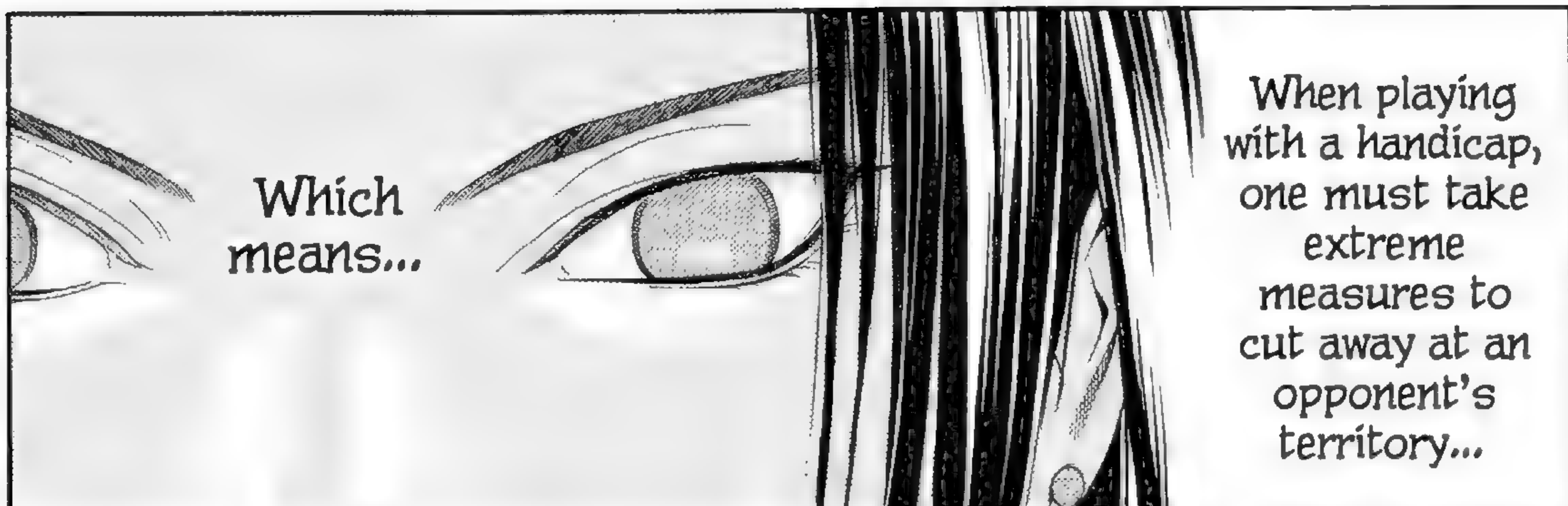
In an
even game,
a player need
only gain a
slight lead
and maintain
it.



Go is a
game that
can be won
by just half
a point.

But a
handicap is
similar to giving
up 20 or 30
points of
territory from
the start.





Which
means...

When playing
with a handicap,
one must take
extreme
measures to
cut away at an
opponent's
territory...

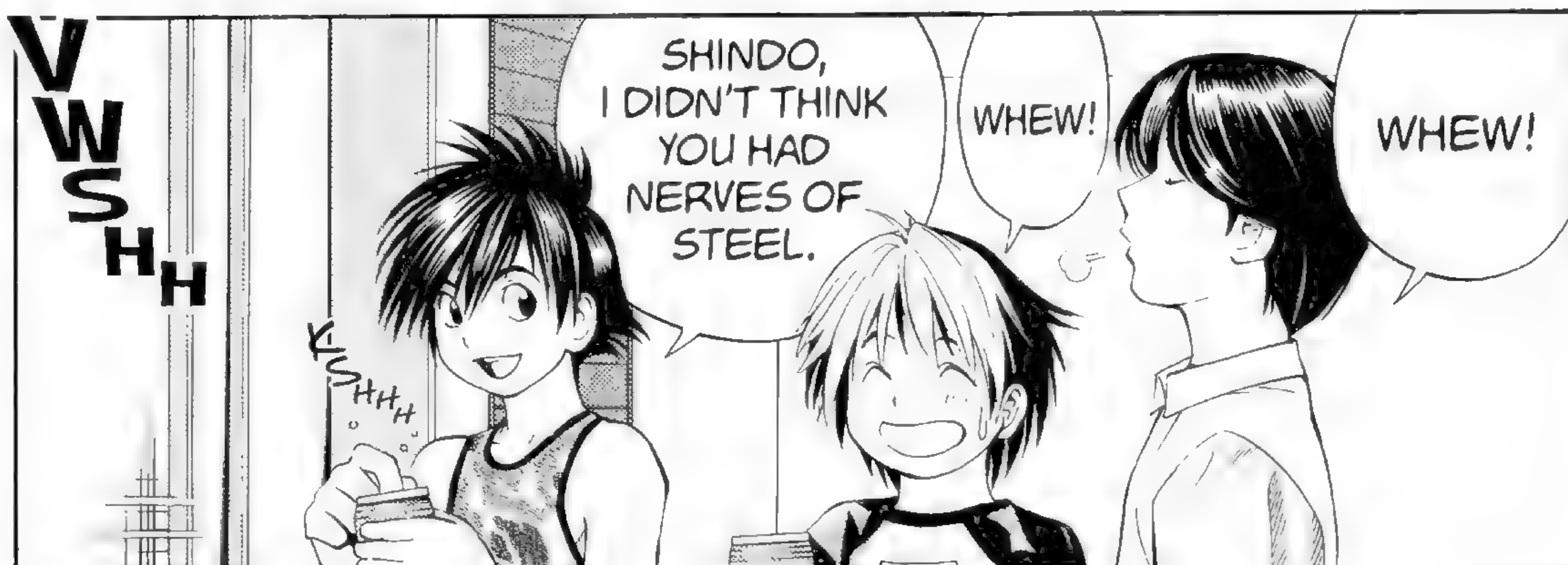
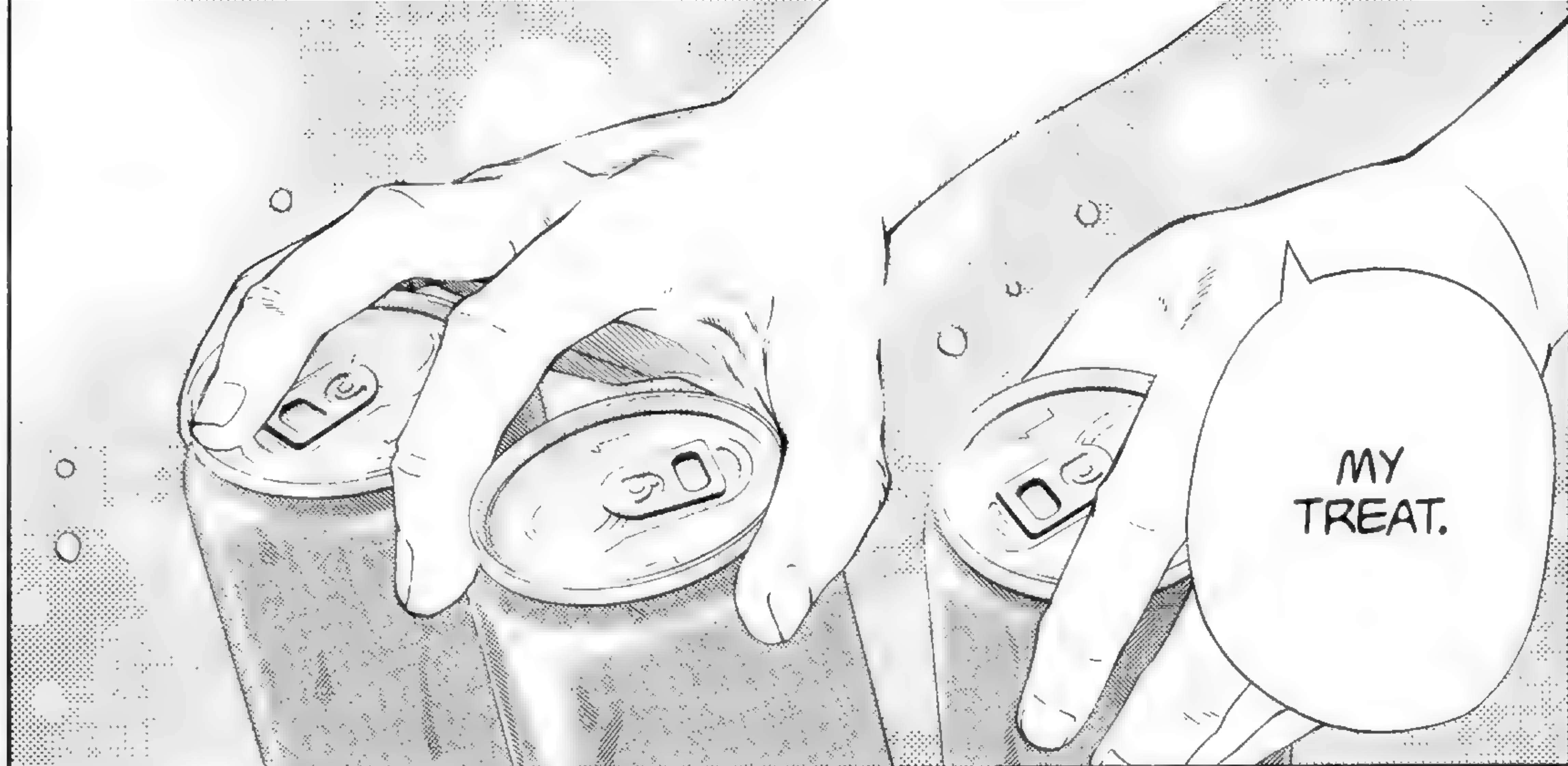


...one
that he
can use
when he
falls
behind
in an
even
game.

...Hikaru
will learn
to master
an
aggressive
game...



**K
L
A
K**







*A type of Go school





ONE
WEEK
LATER...



YUP.

SO YOU'VE
BEEN BACK
TO THE GO
SALON EVERY
DAY FOR THE
PAST WEEK?

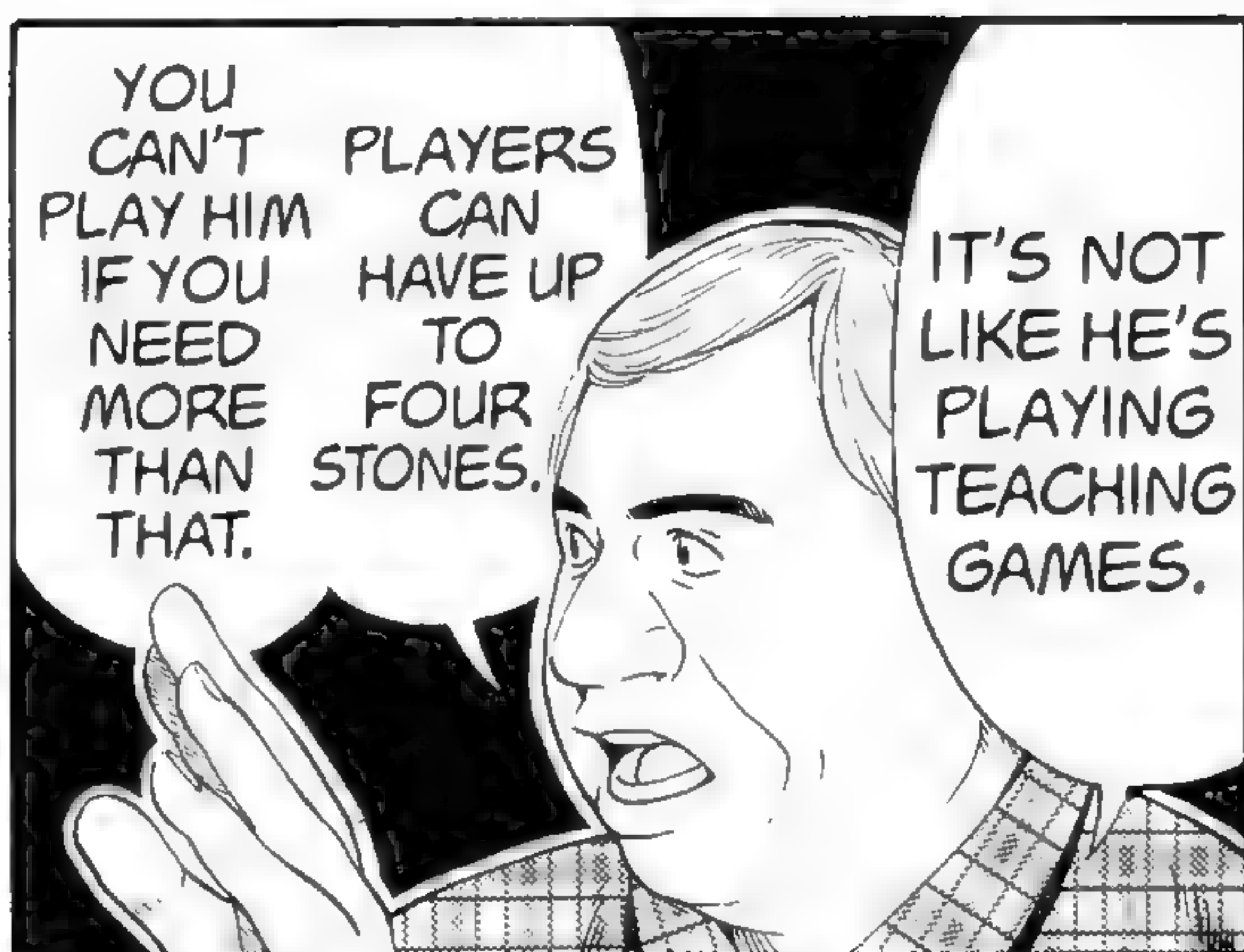
THAT'S
WHY YOU
SKIPPED
STUDY
GROUP.



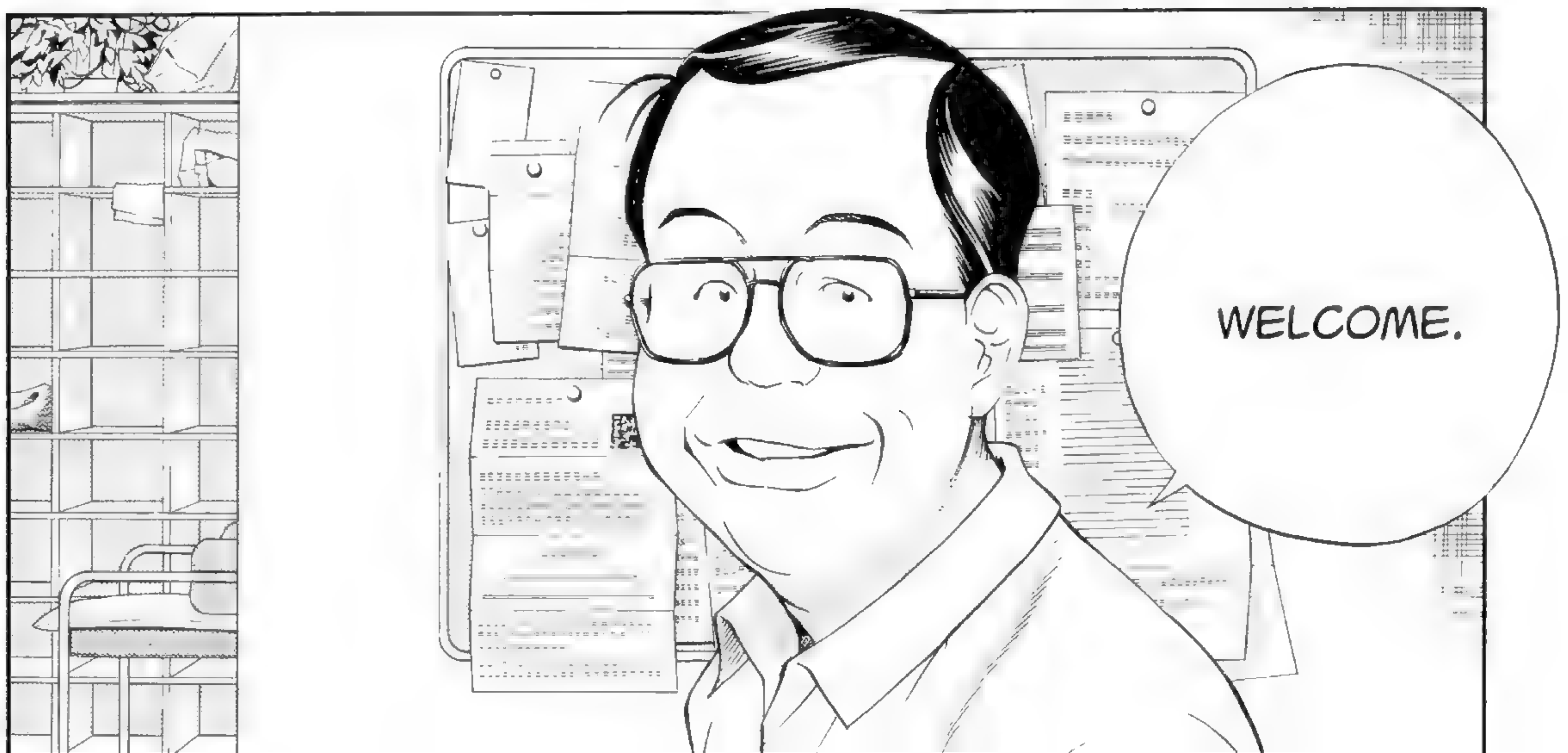
HOW
WAS
IT?

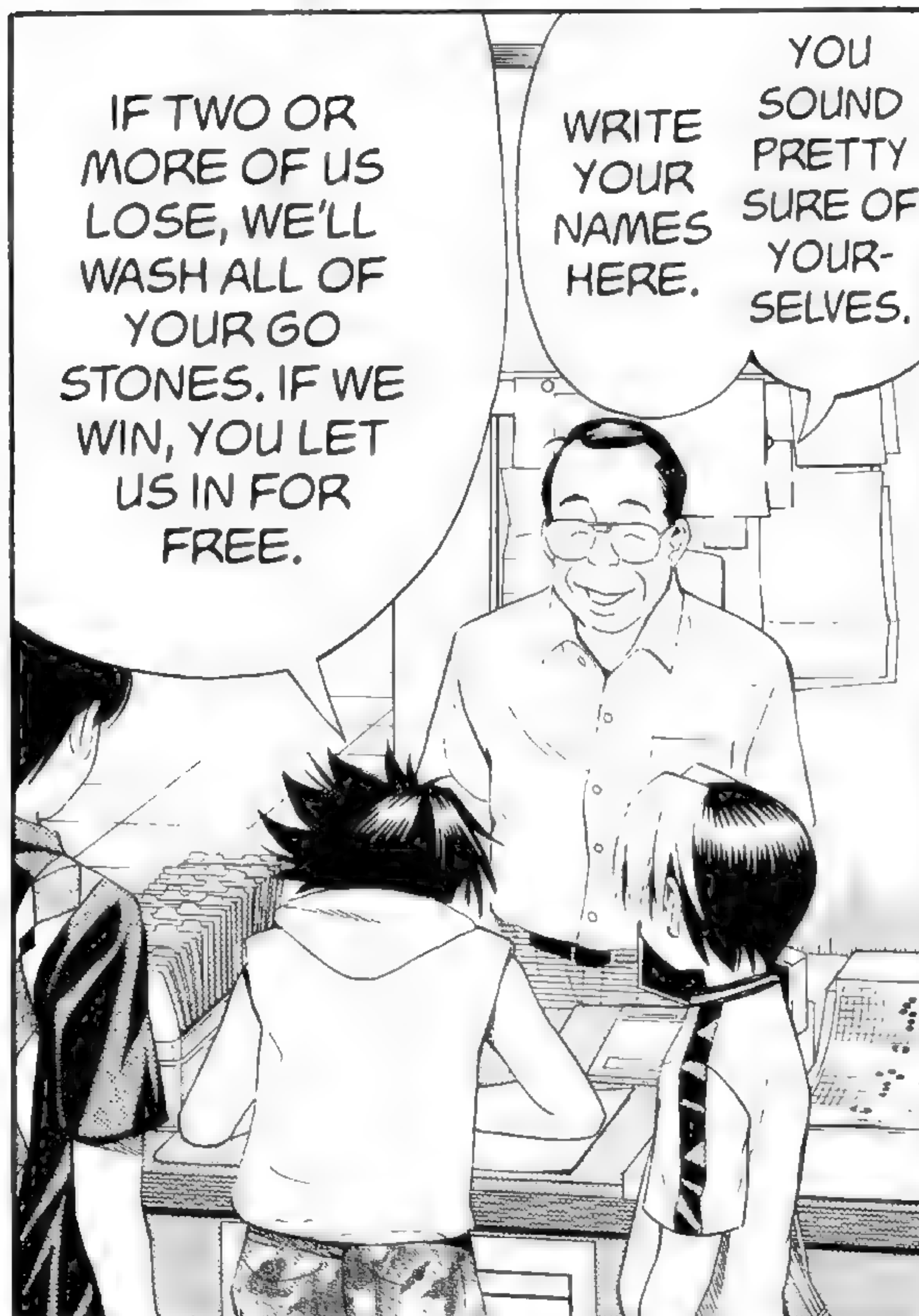
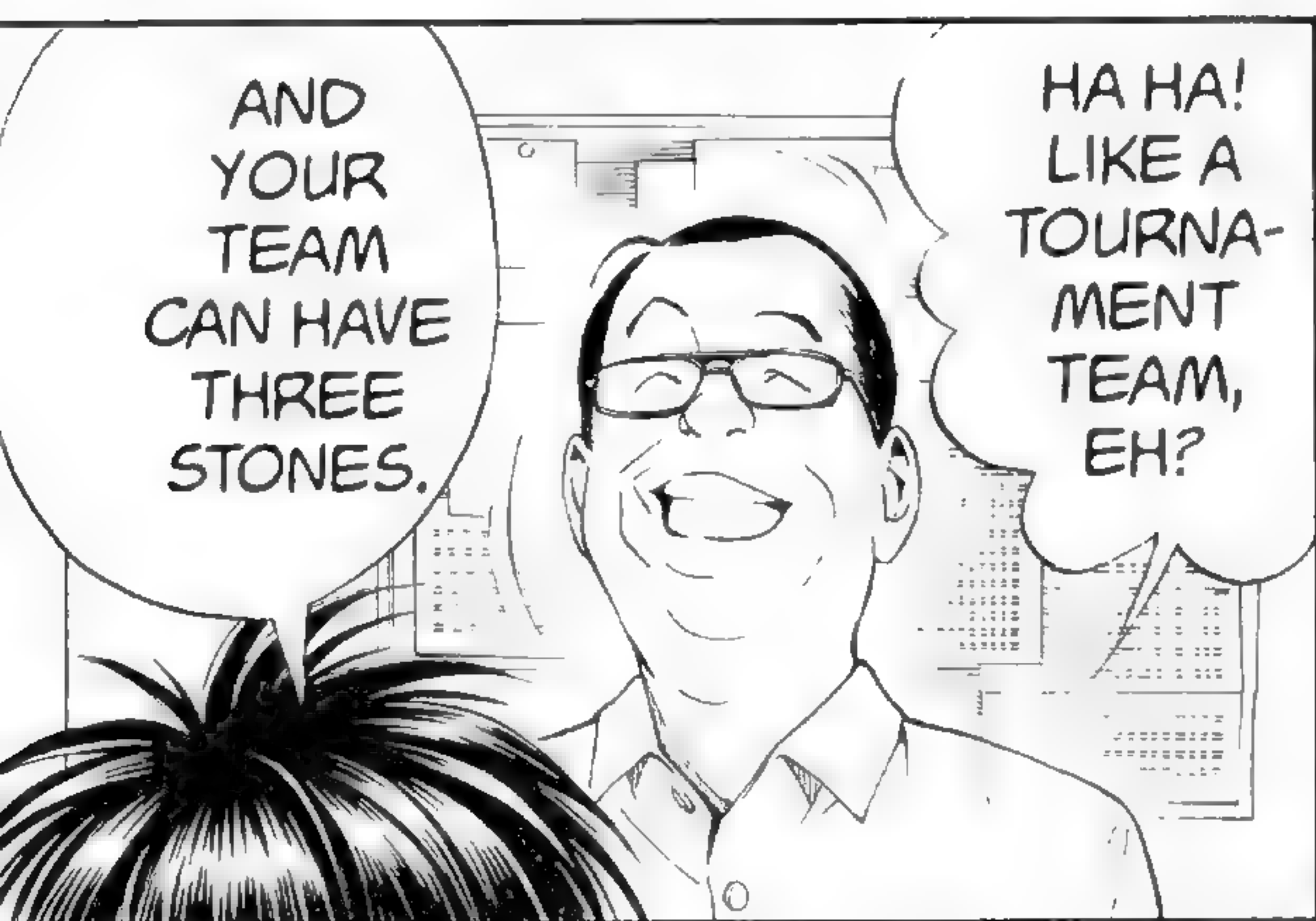
NOPE,
I JUST
FORGOT.

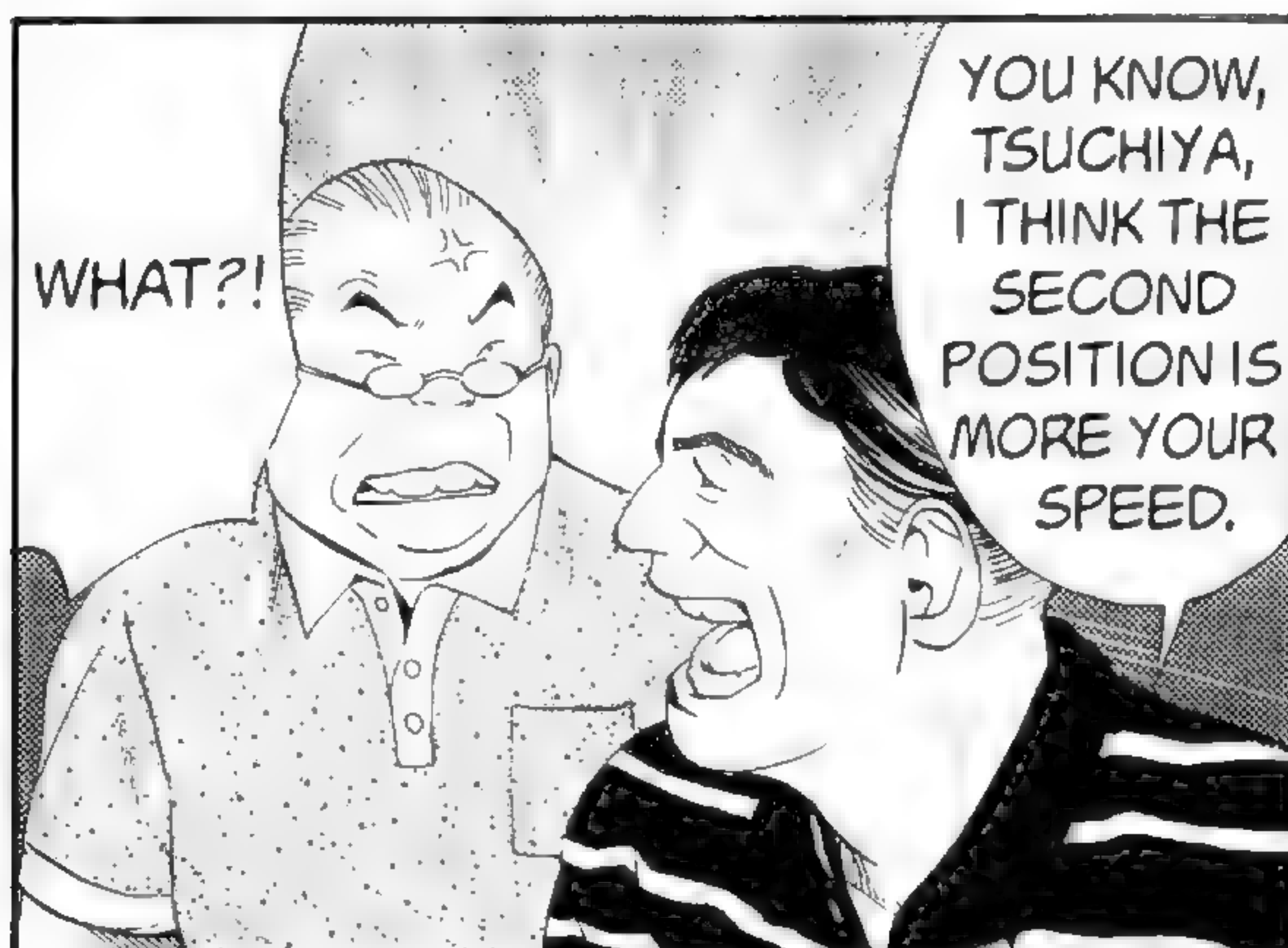
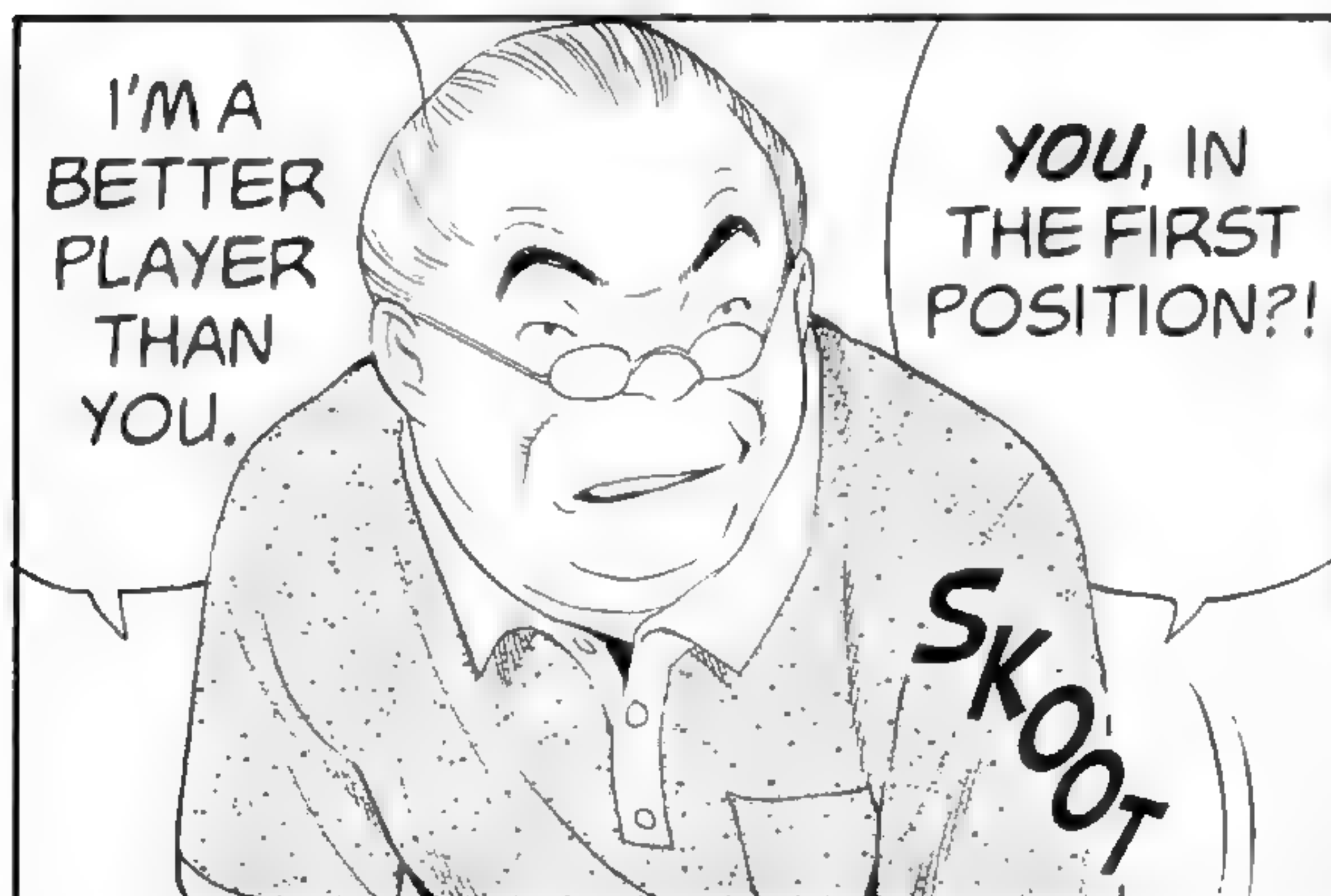






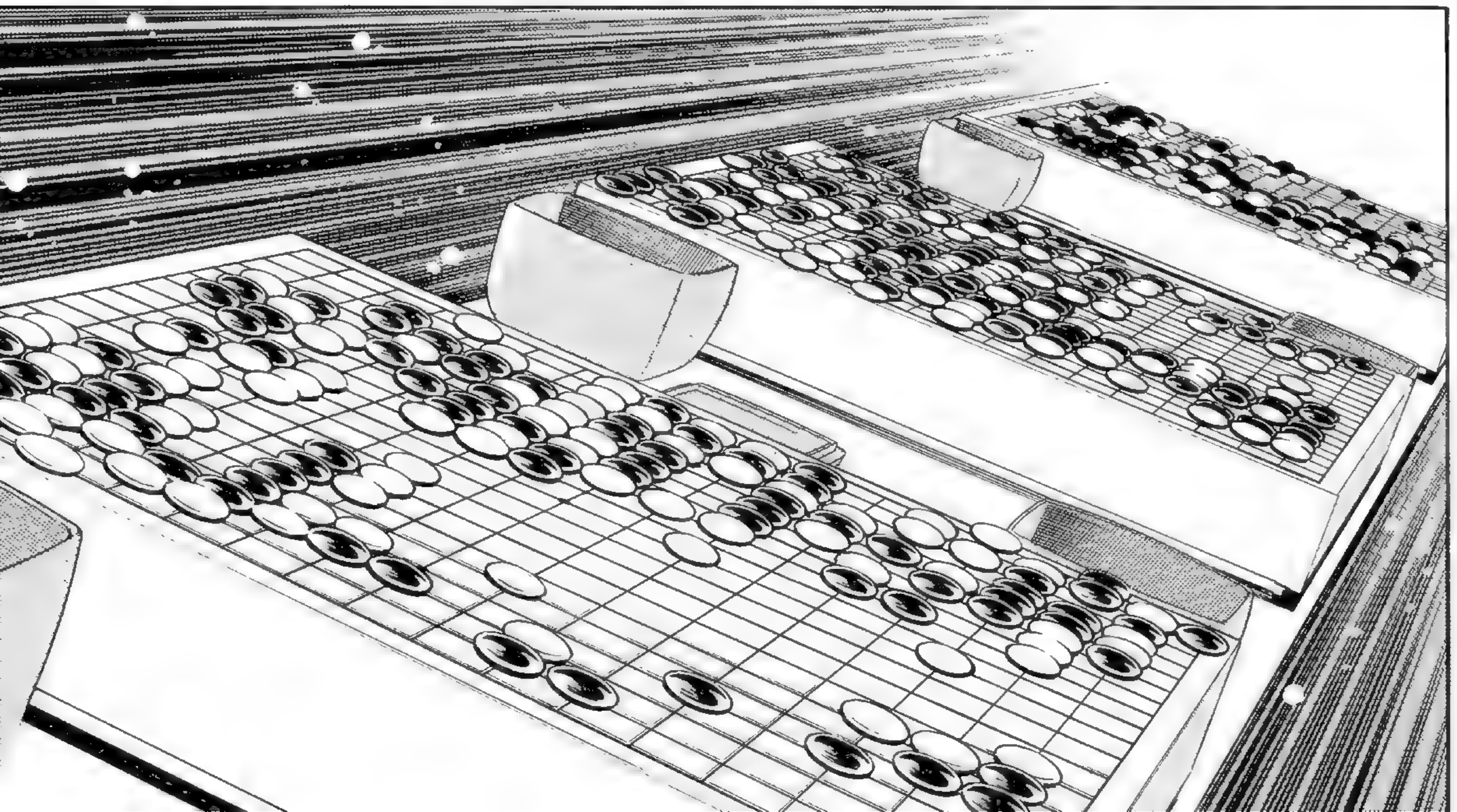
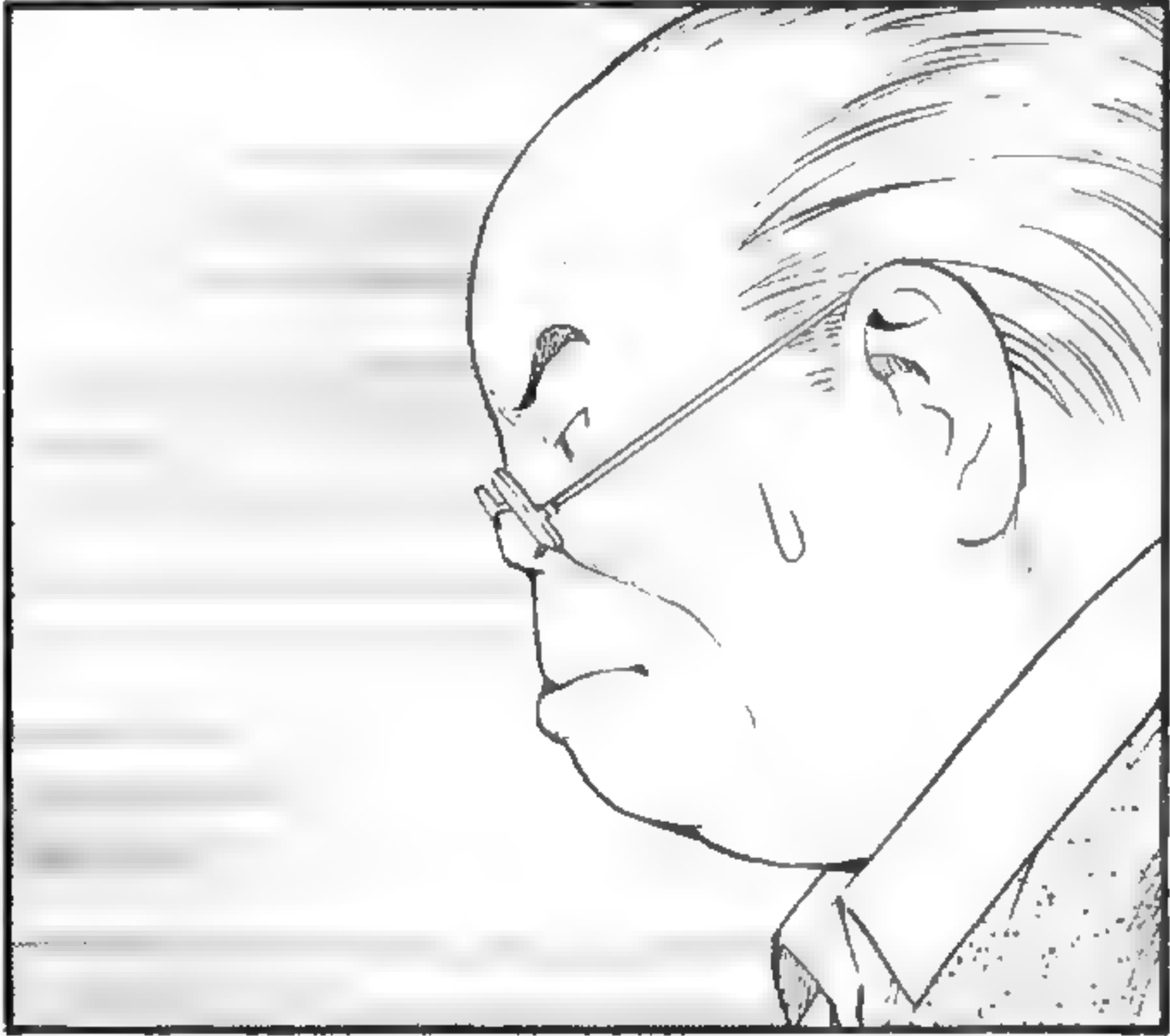
















ANOTHER
ONE WILL
BE BY
SOON.

HEY!
I WAS
GOING
TO TAKE
THE
TUNA!

*Diners at this restaurant pick their sushi off a conveyor belt.



I NEVER
SAID
THAT!



I
THOUGHT
YOU
DIDN'T
LIKE
SUSHI.



ONLY
PICKLED
GINGER
FOR YOU,
WAYA!

YOU JUST
STICK WITH
THE DESSERT
PLATE.



DON'T EAT
SO MUCH!
I MIGHT
NOT HAVE
ENOUGH
CASH!

HMPH!
NO SQUID OR
TUNA IS GETTING
PAST ME!

HEY! I
WANTED
THE
SQUID!

A WORD ABOUT HIKARU NO GO

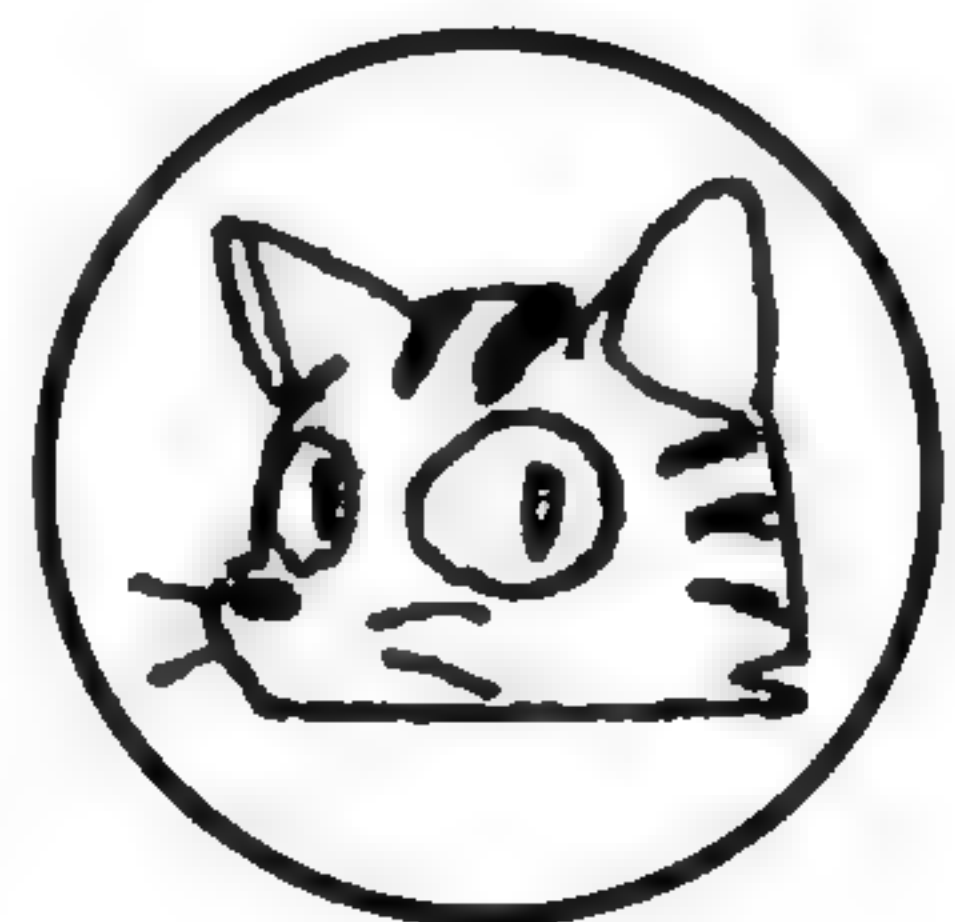
IGOEMON



*Igoemon is pronounced Eee-go-eh-mon.

IGOEMON'S SPECIAL REPORTS ON THE WORLD OF GO HAVE APPEARED MANY TIMES IN THE PAGES OF JAPAN'S WEEKLY *SHONEN JUMP*! HE'S RUNNING AROUND ALL OVER JAPAN, SPREADING THE WORD ABOUT GO AND HIKARU NO GO-ALL THE WHILE **DRESSED LIKE THIS!**

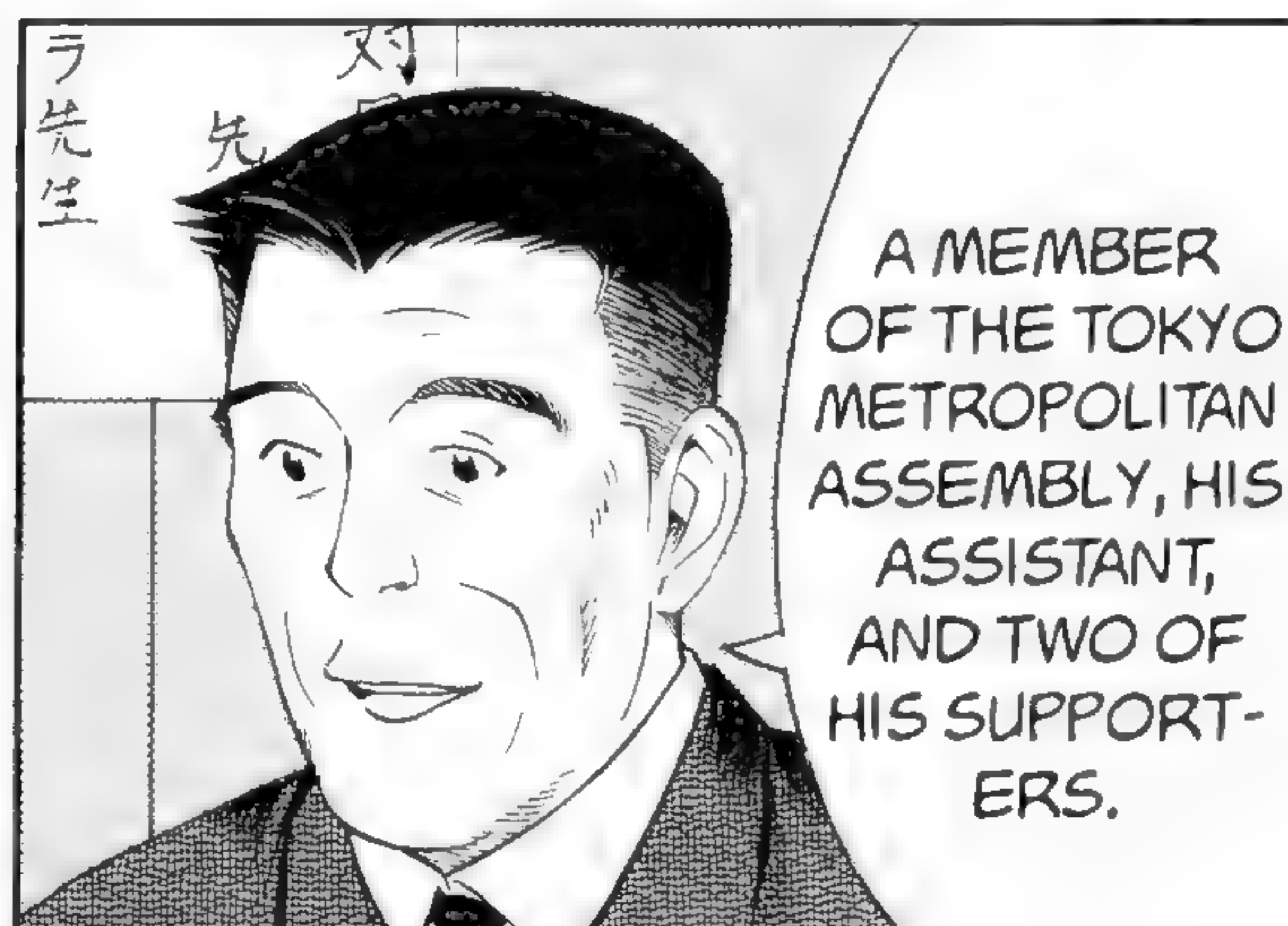
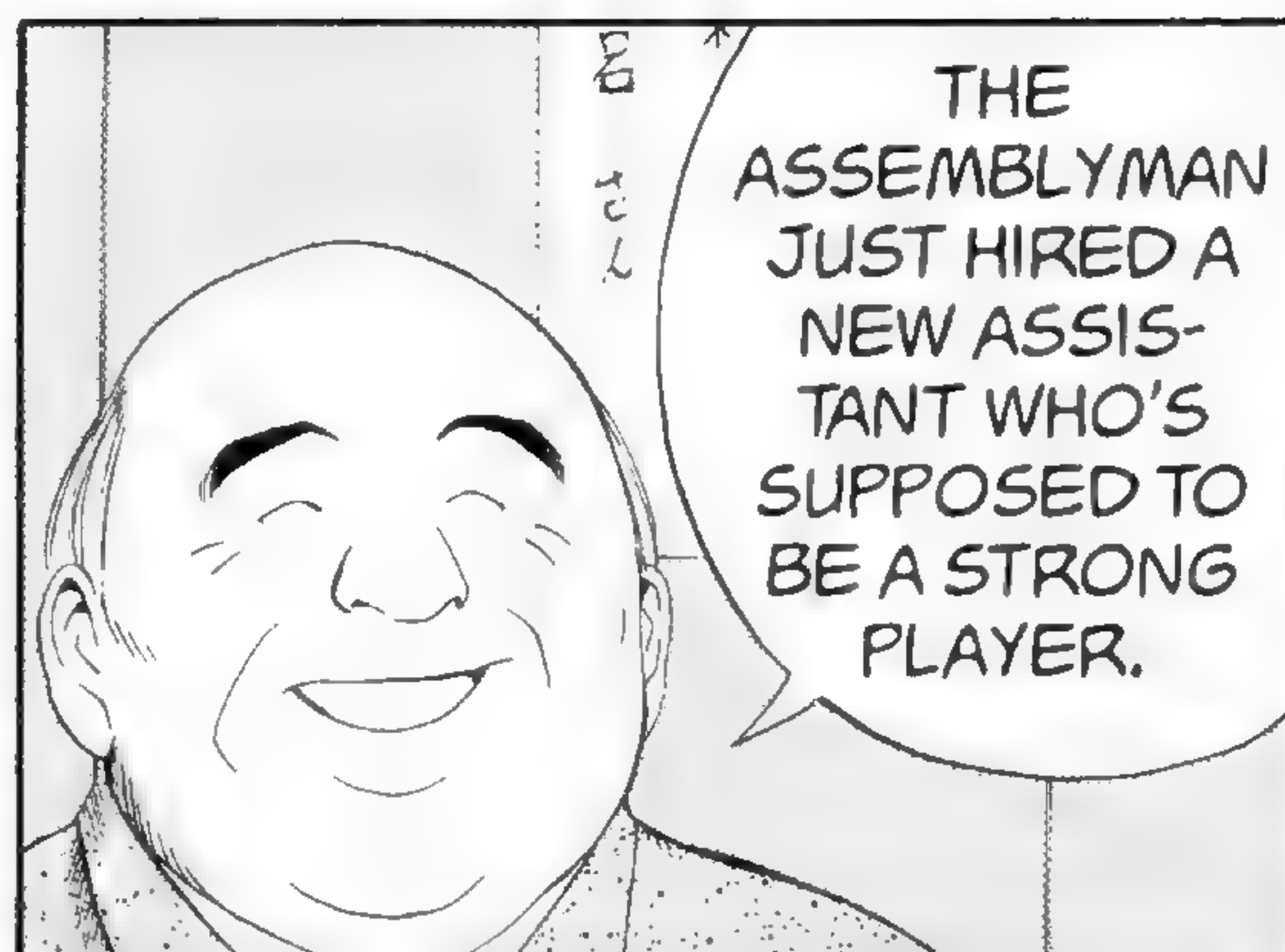
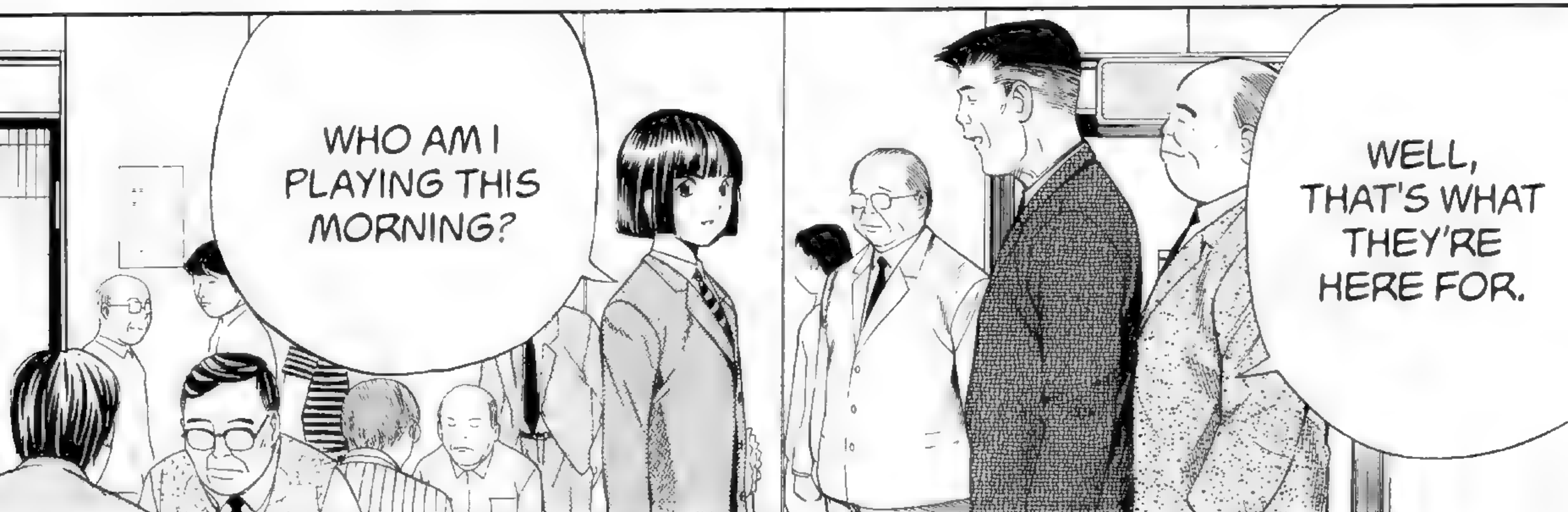
GO, IGOEMON!
YOU'RE OUR HERO!

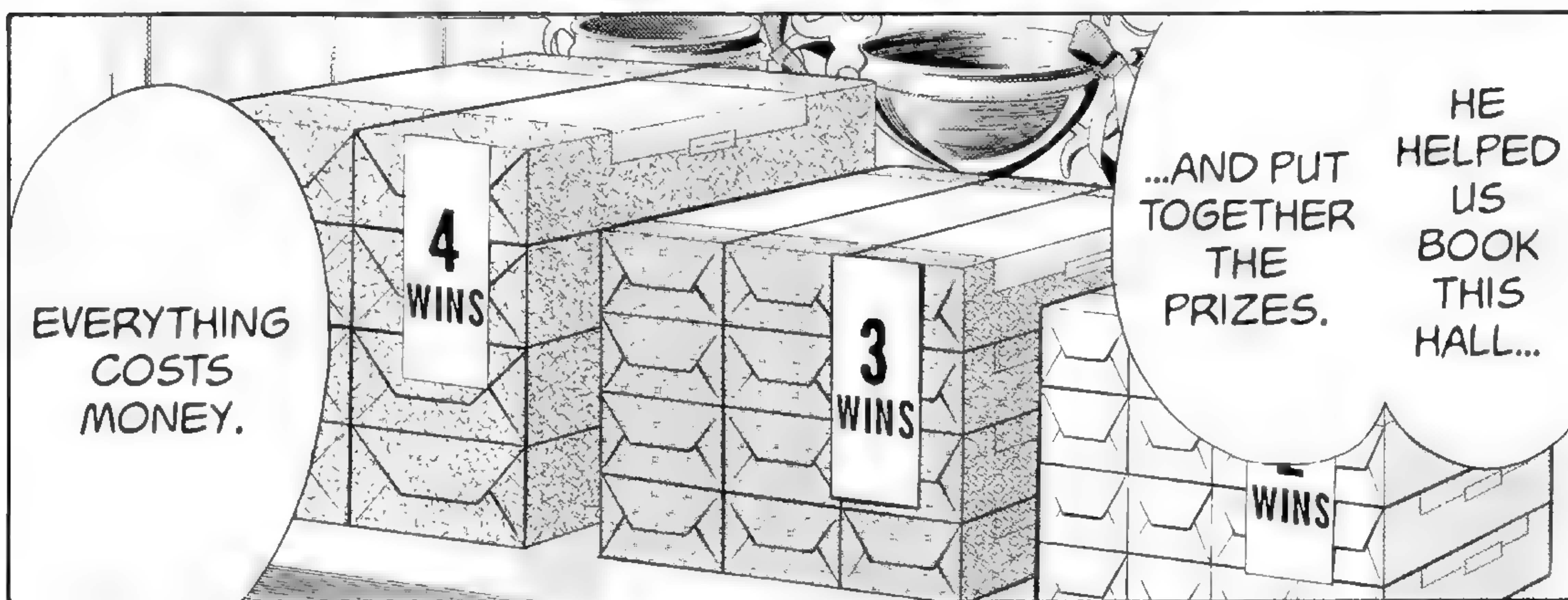


Game 71

“You Mustn’t Beat Him”

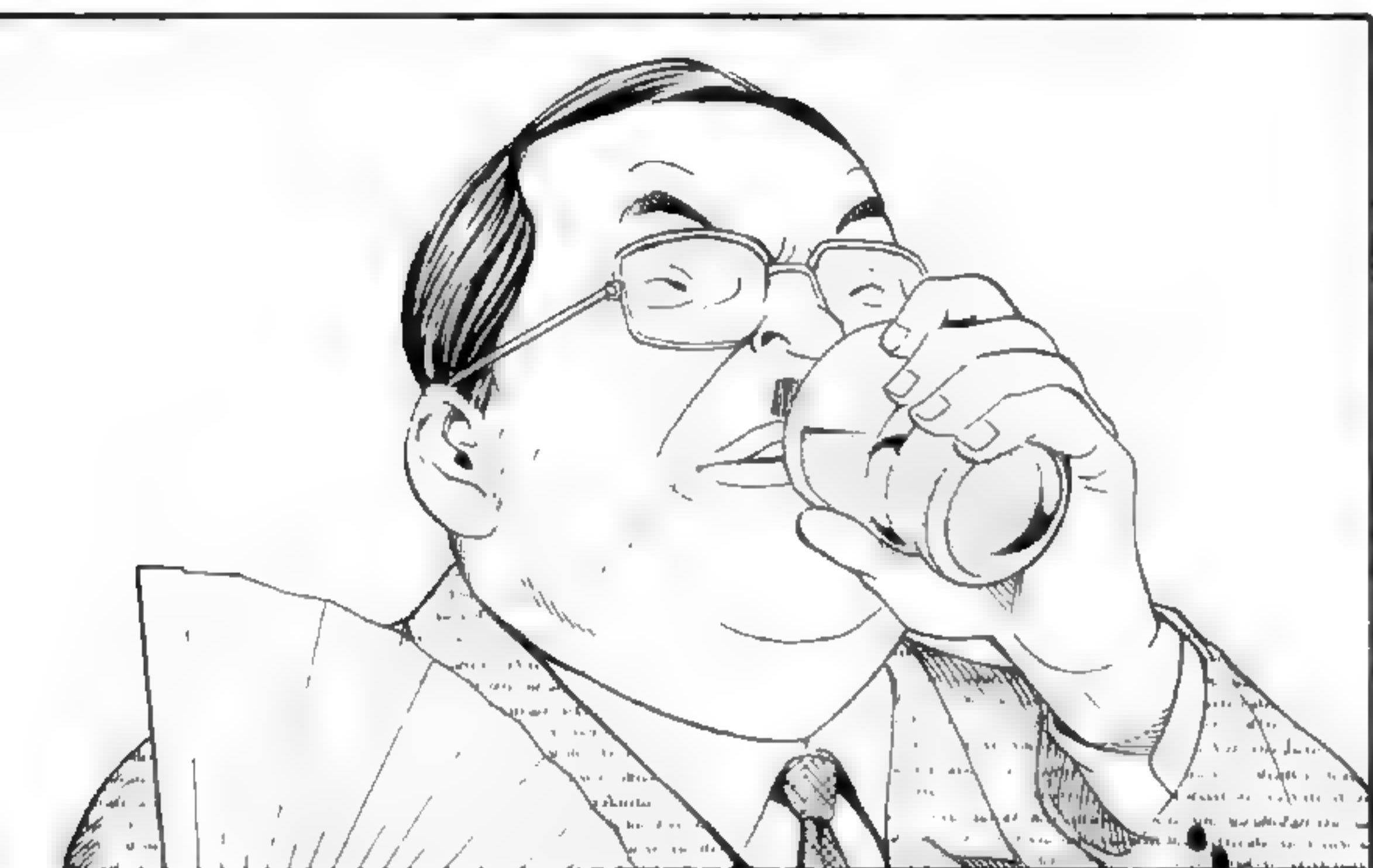
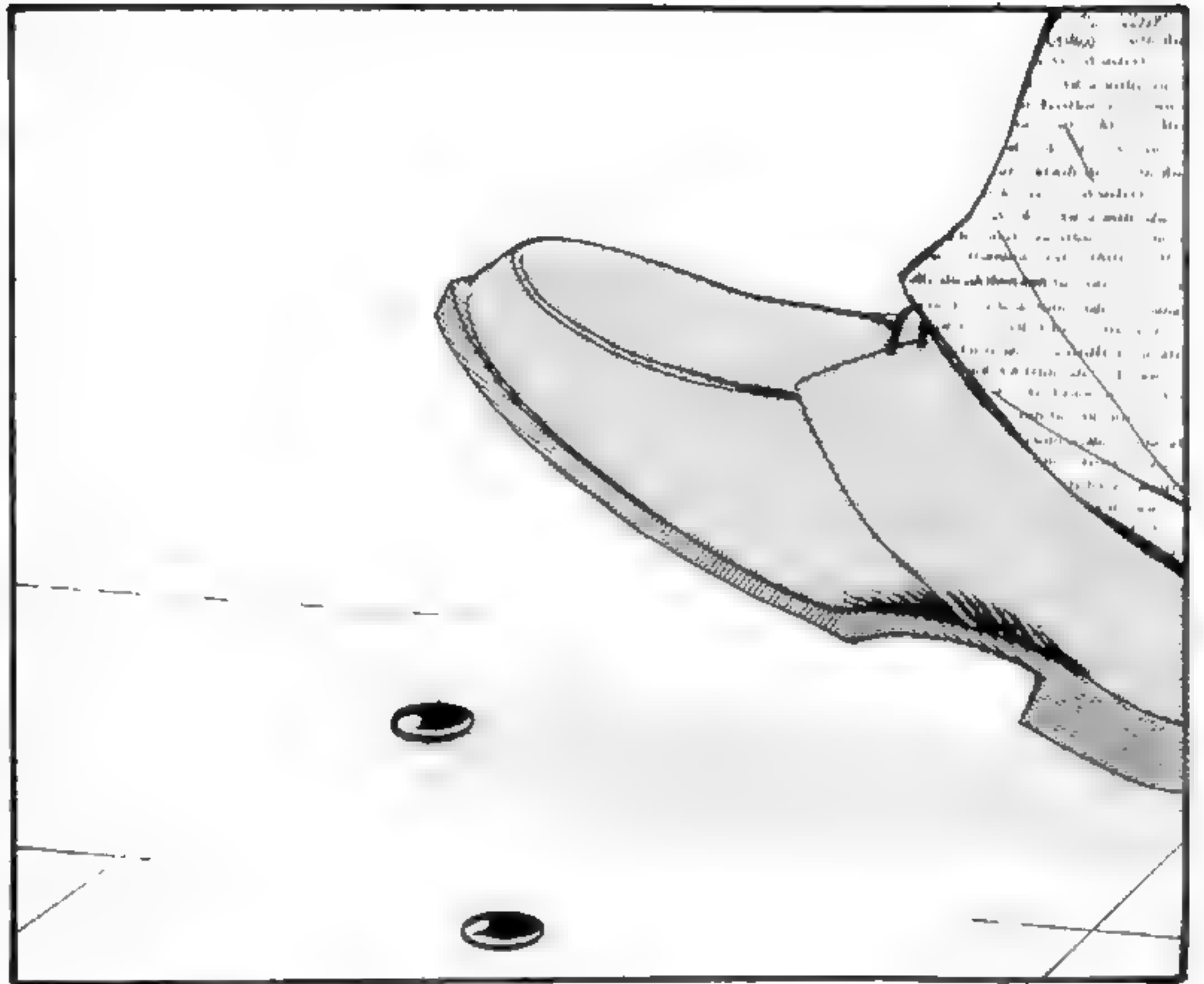
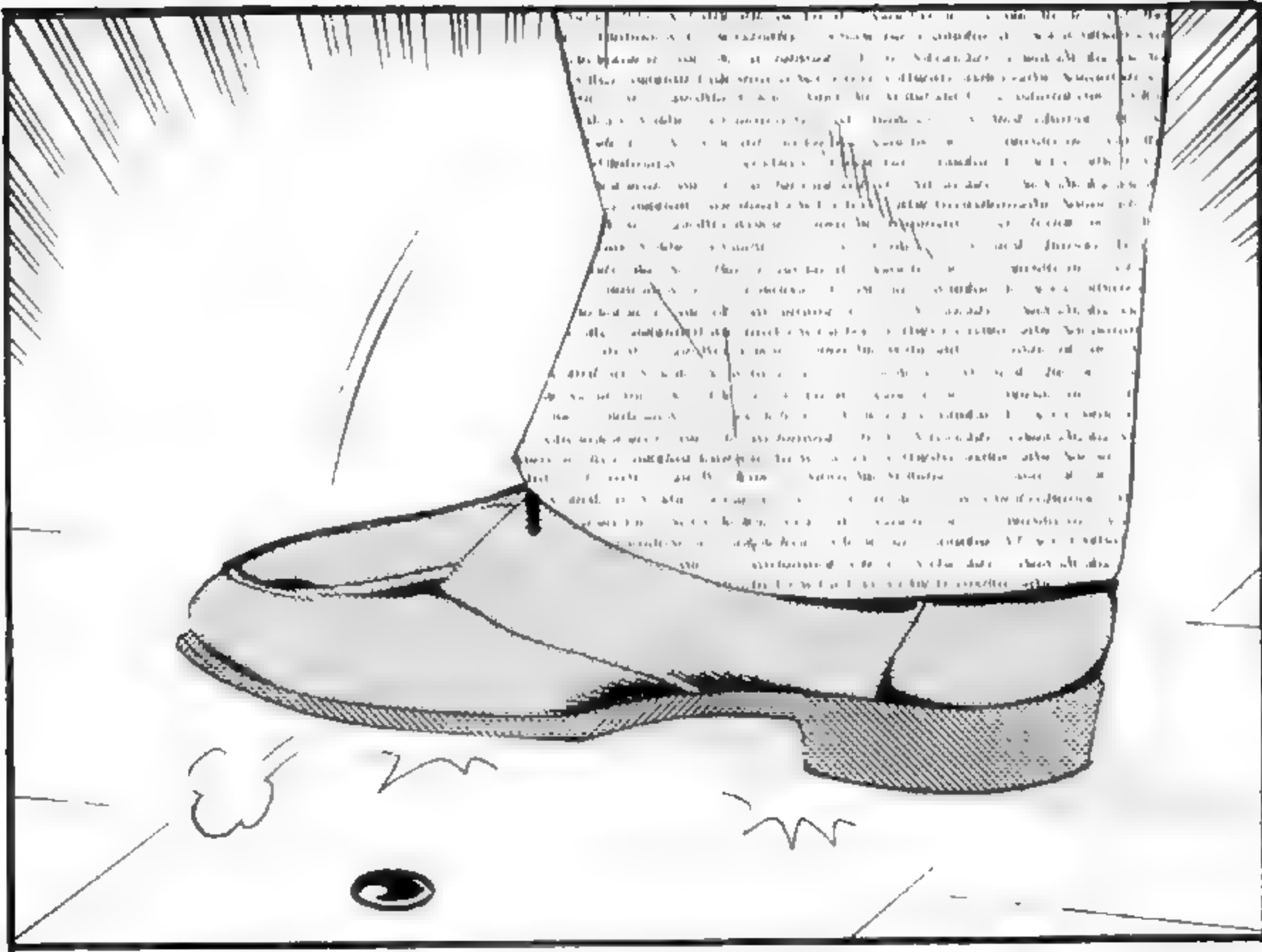


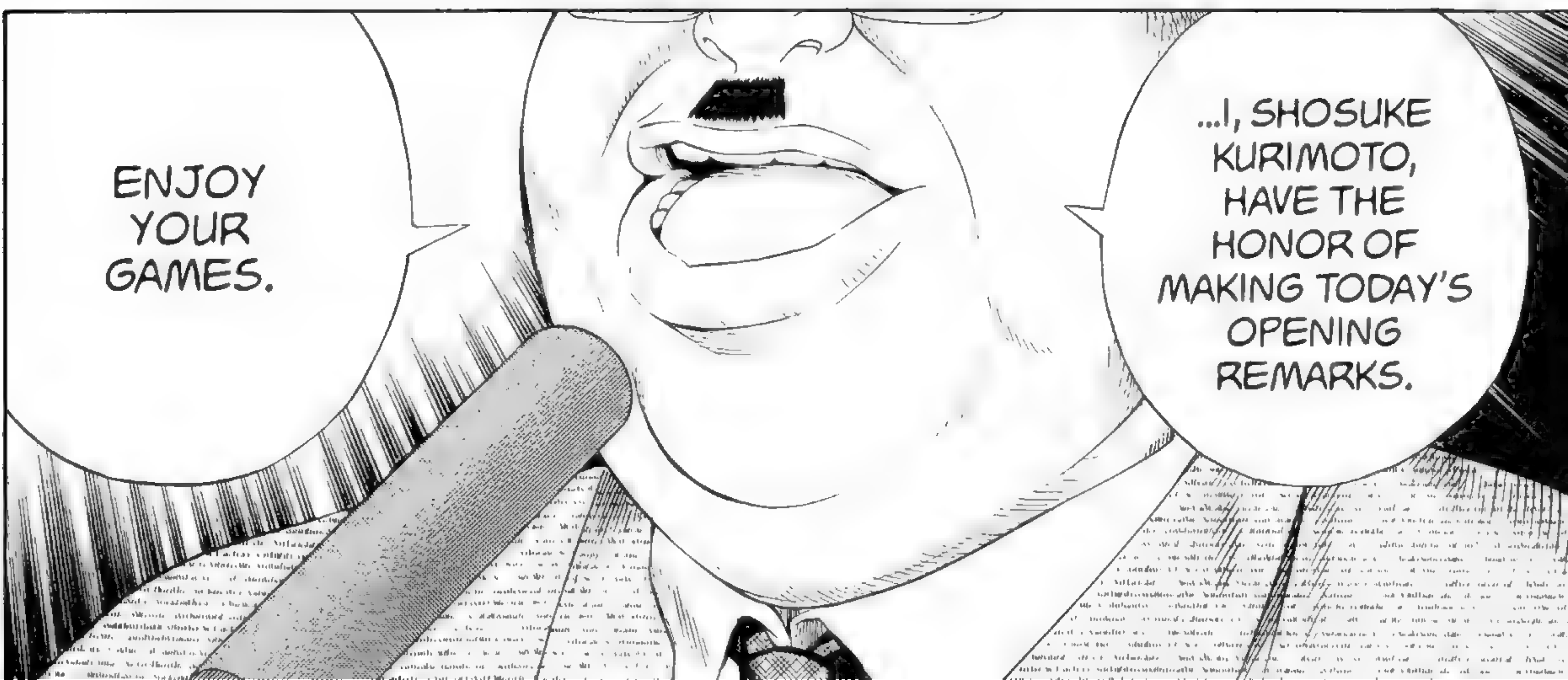
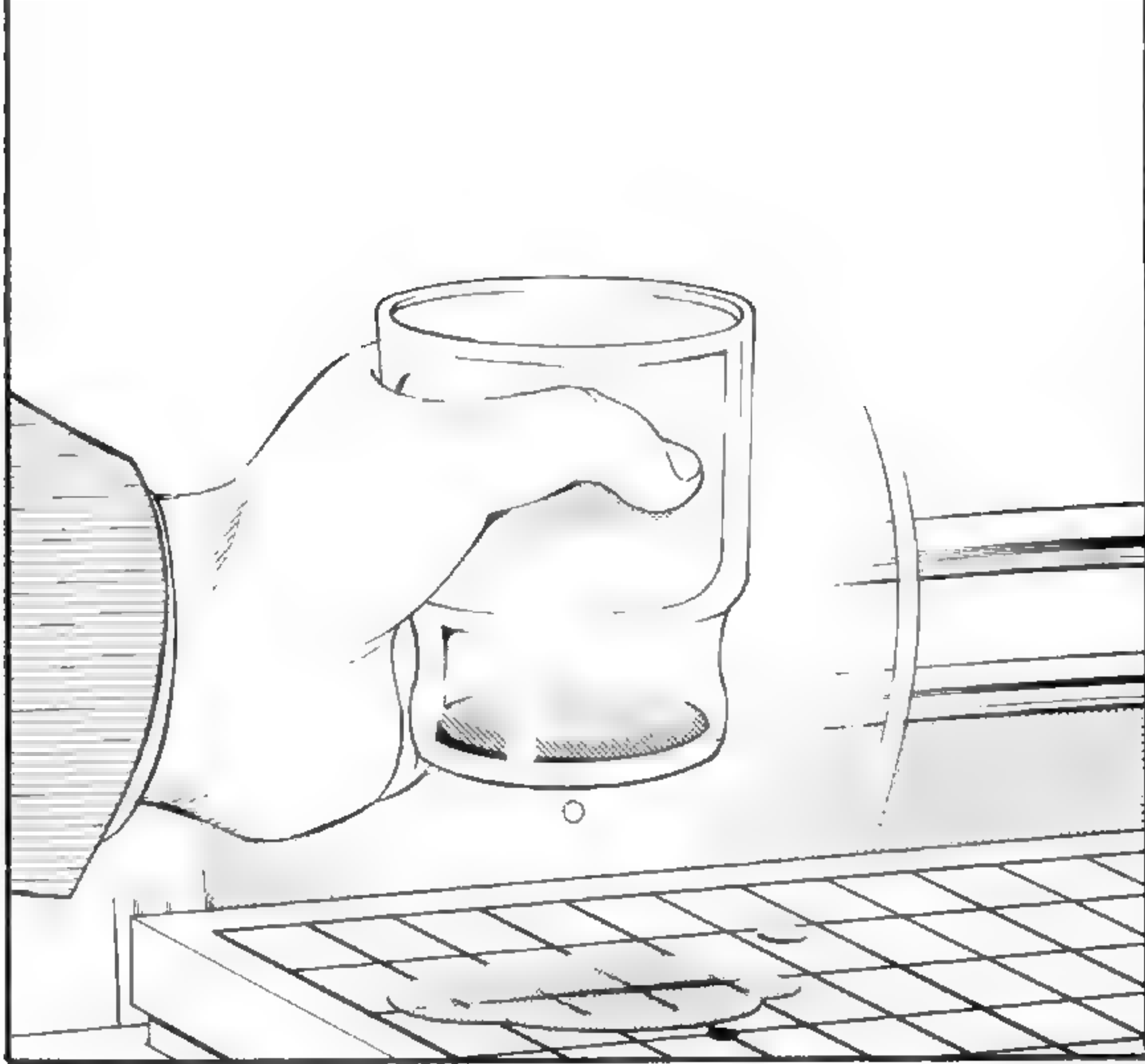








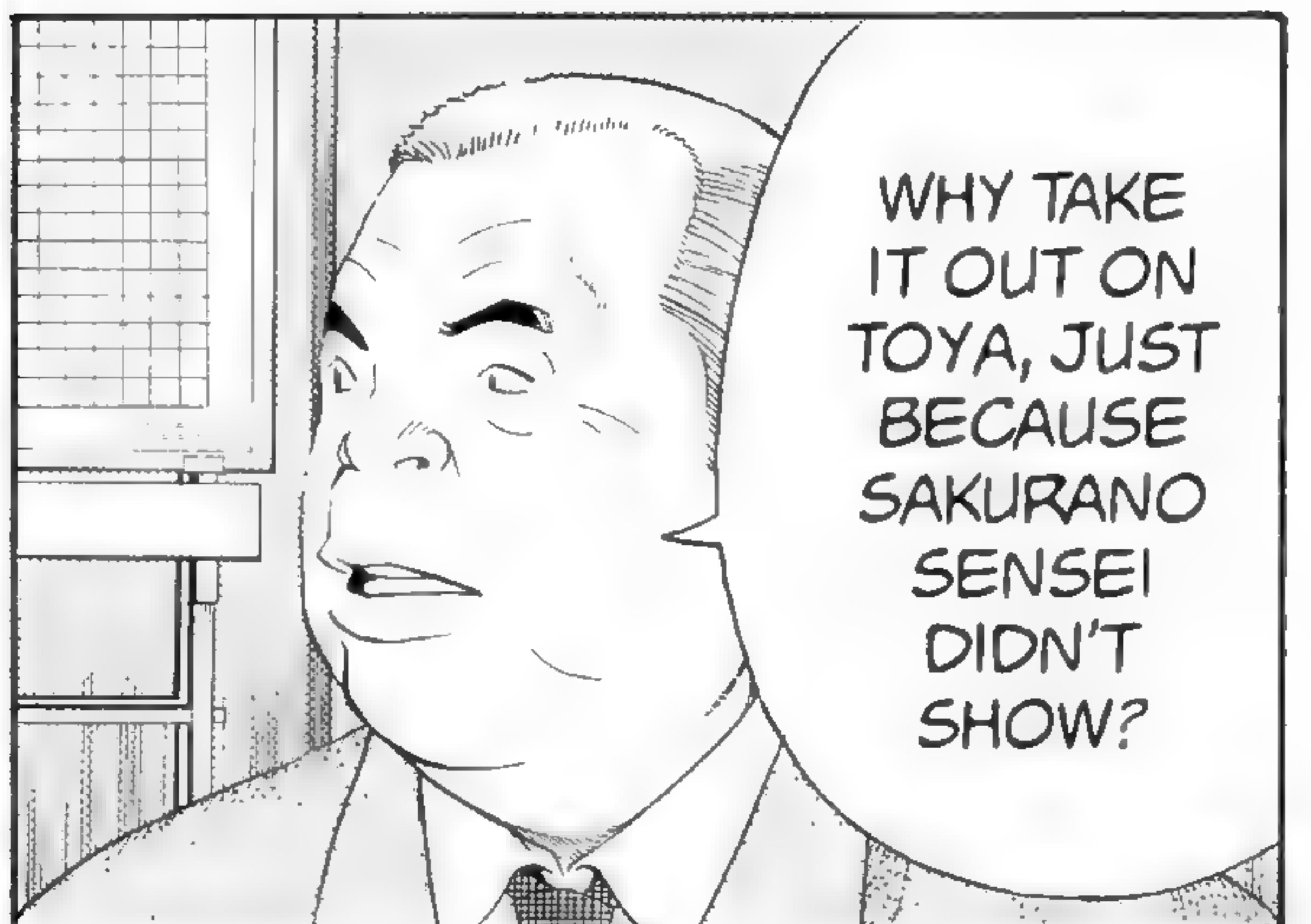


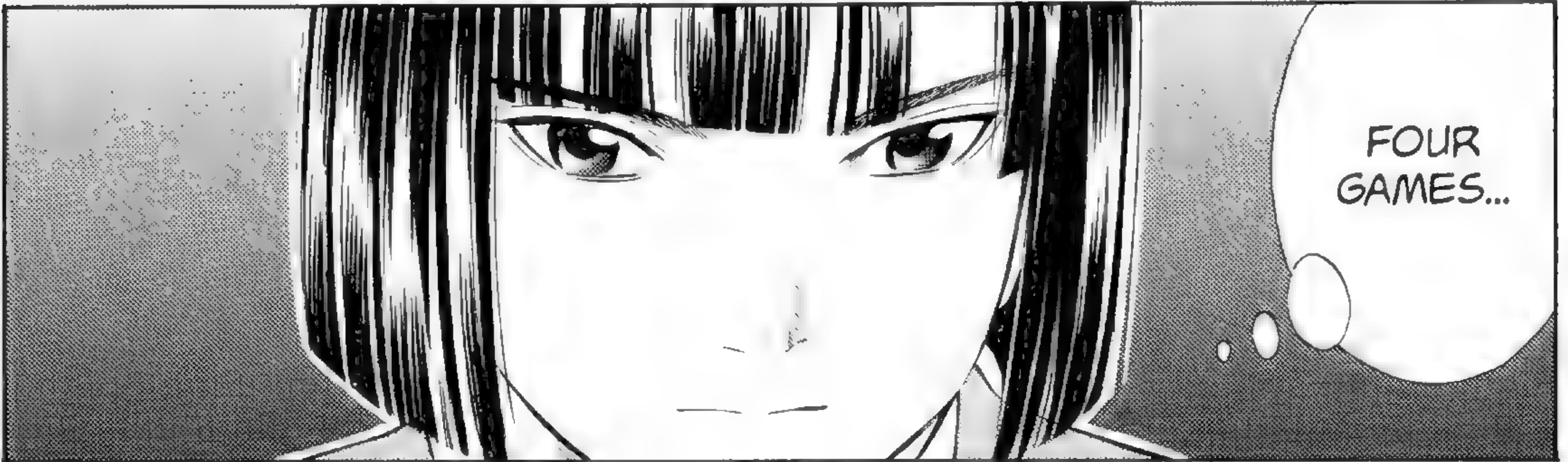
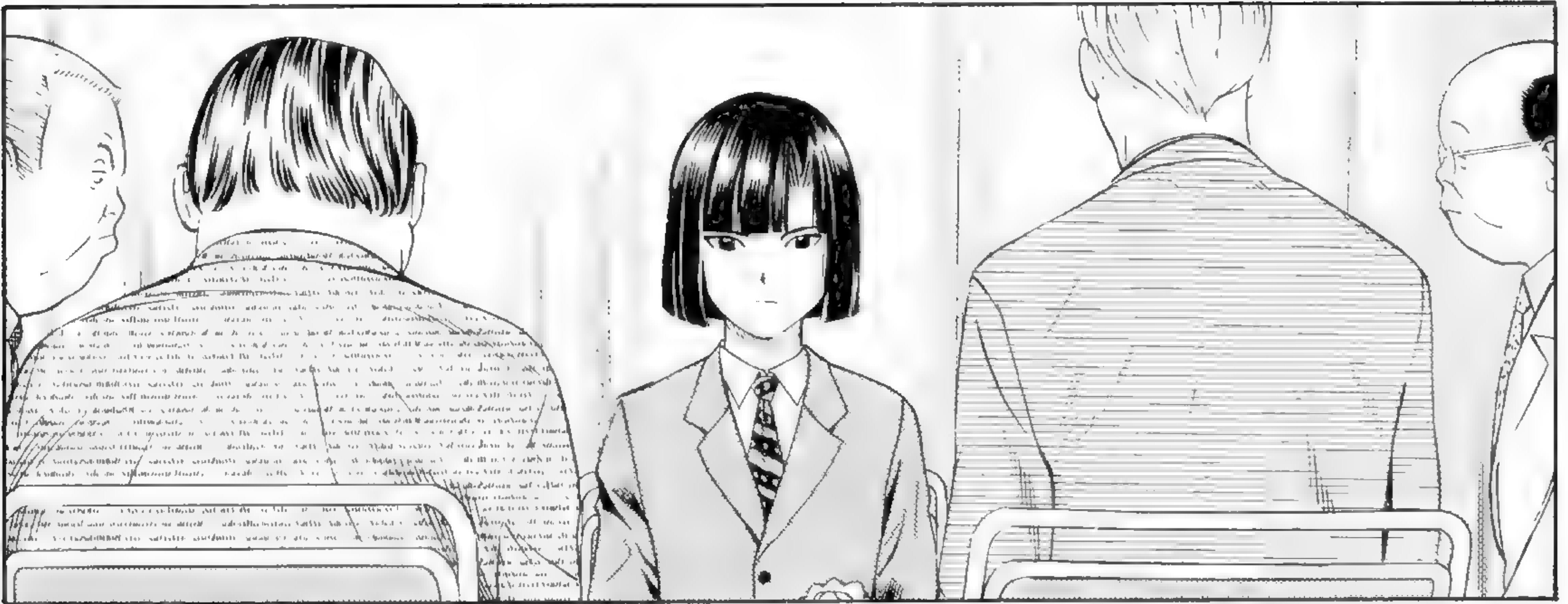


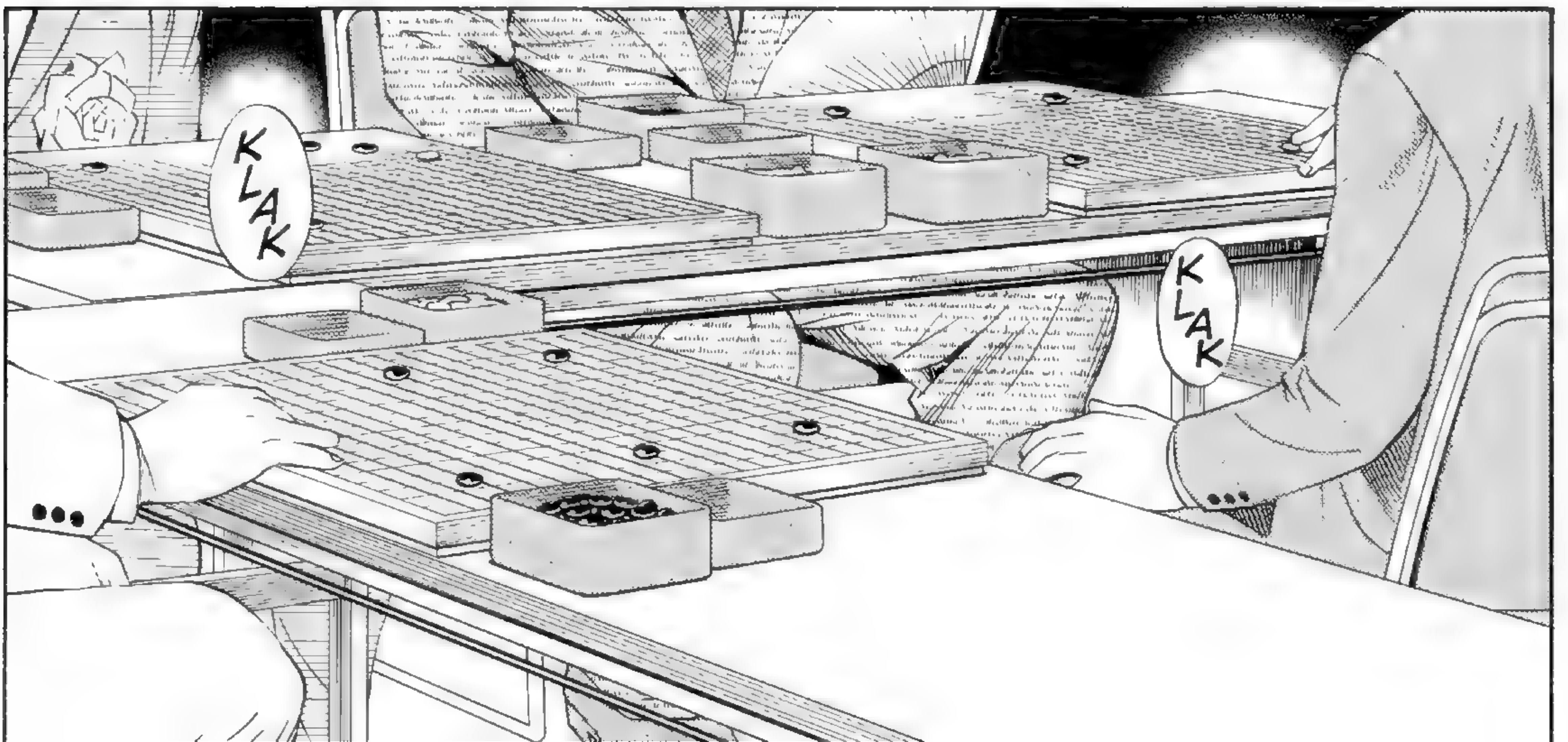
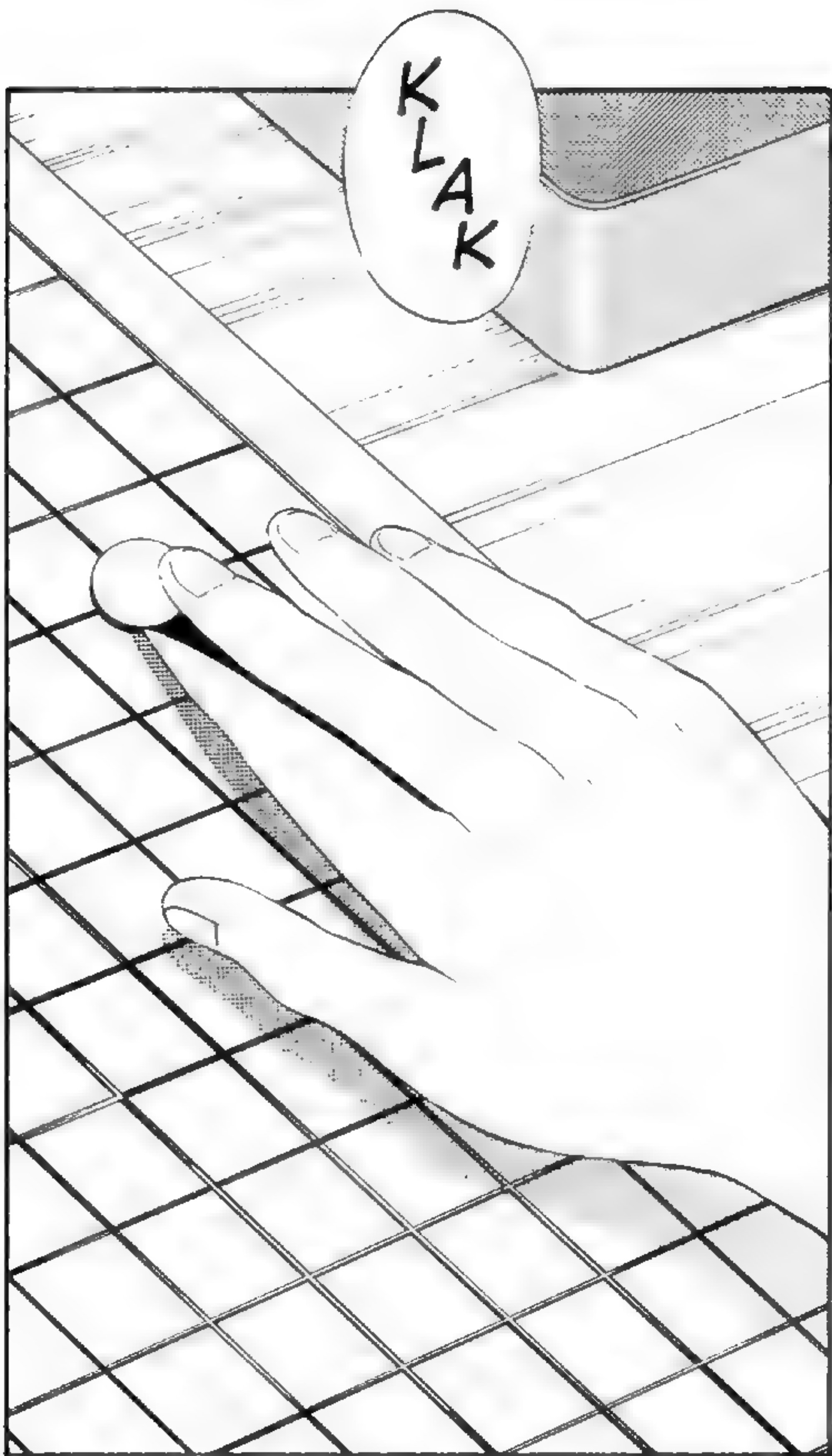




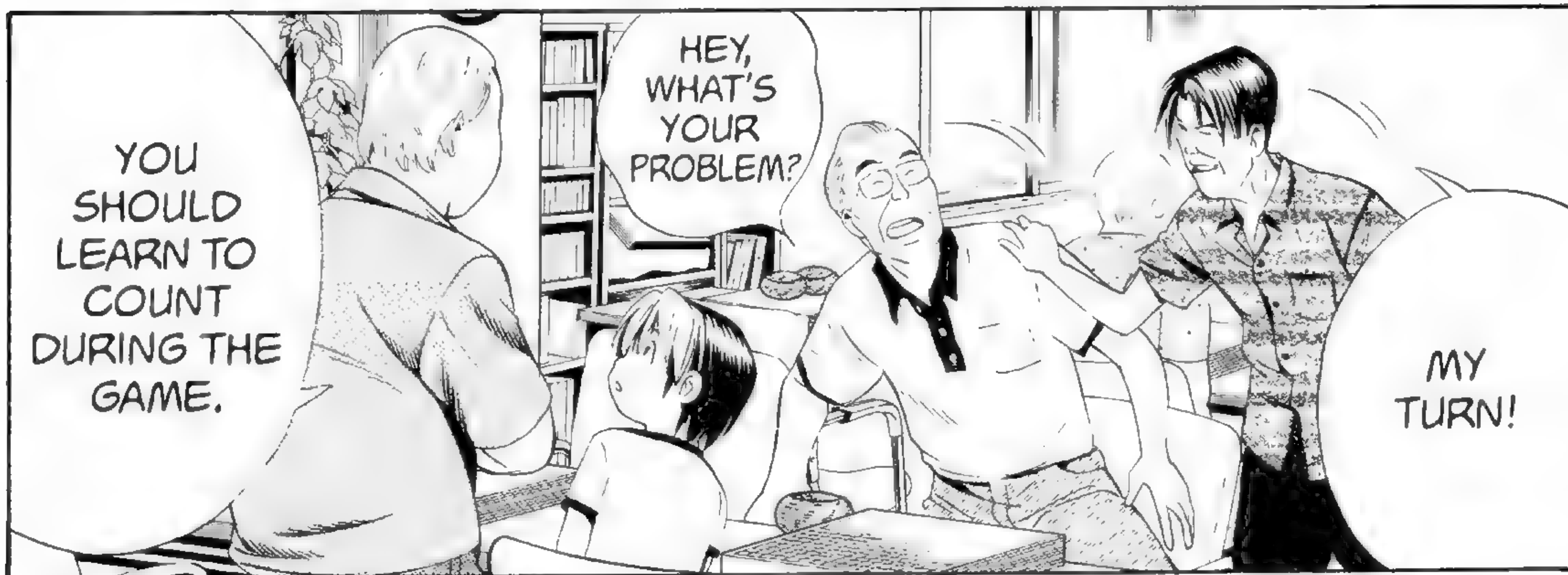






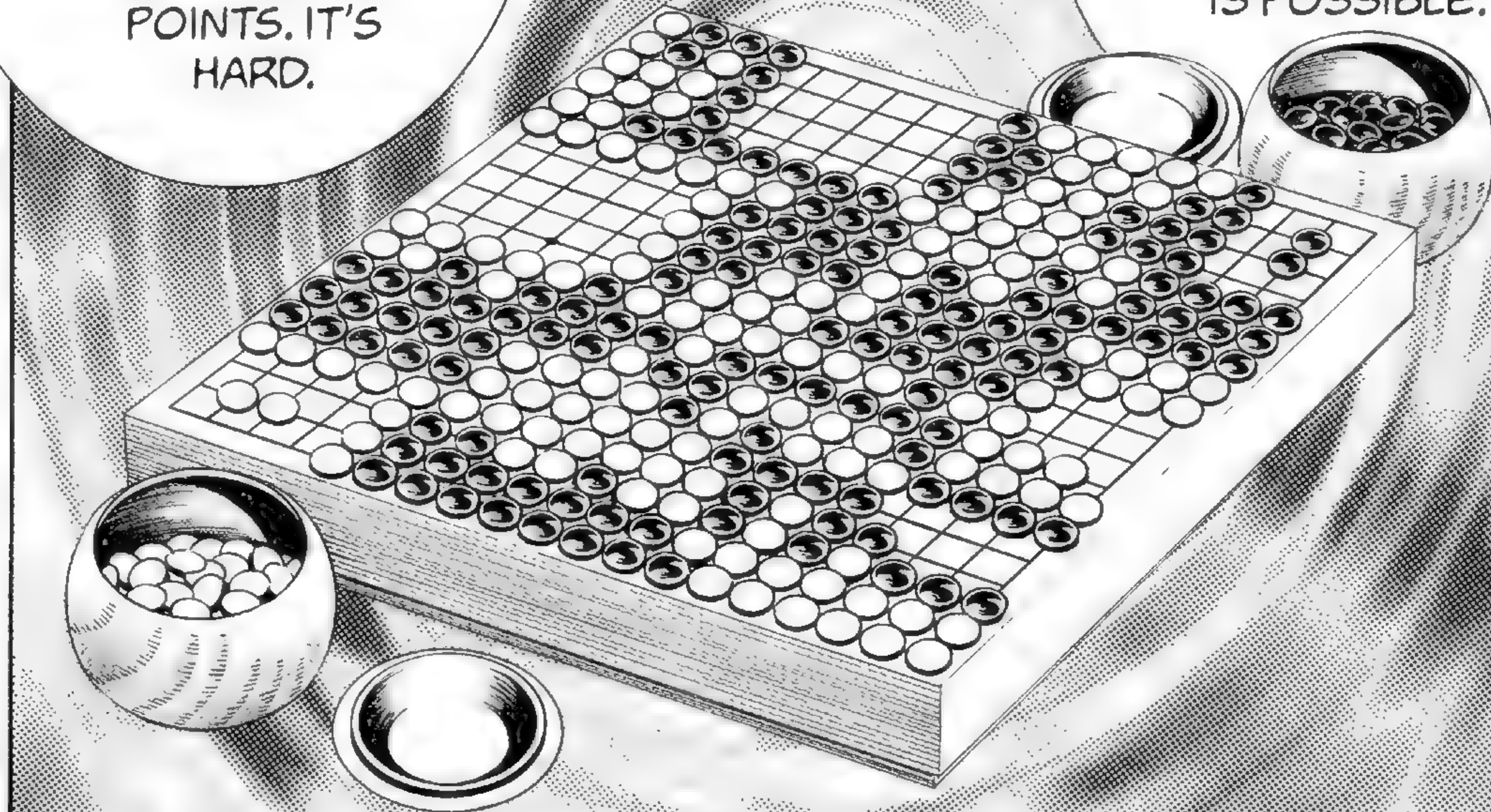






HERE'S WHAT
I WANT YOU TO DO.
PLAY THICKLY UP
UNTIL THE ENDGAME.
FROM THEN ON, YOU
HAVE TO KEEP
PRECISE COUNT OF
POINTS. IT'S
HARD.

IN
GAMES WHERE
BLACK PUTS DOWN
STONES, THERE'S NO
KOMI HANDICAP RULE
GIVING WHITE FIVE
AND 1/2 POINTS. THAT
MEANS A TIE GAME
IS POSSIBLE.



IT'S NOT
ENOUGH
JUST TO
TIE.

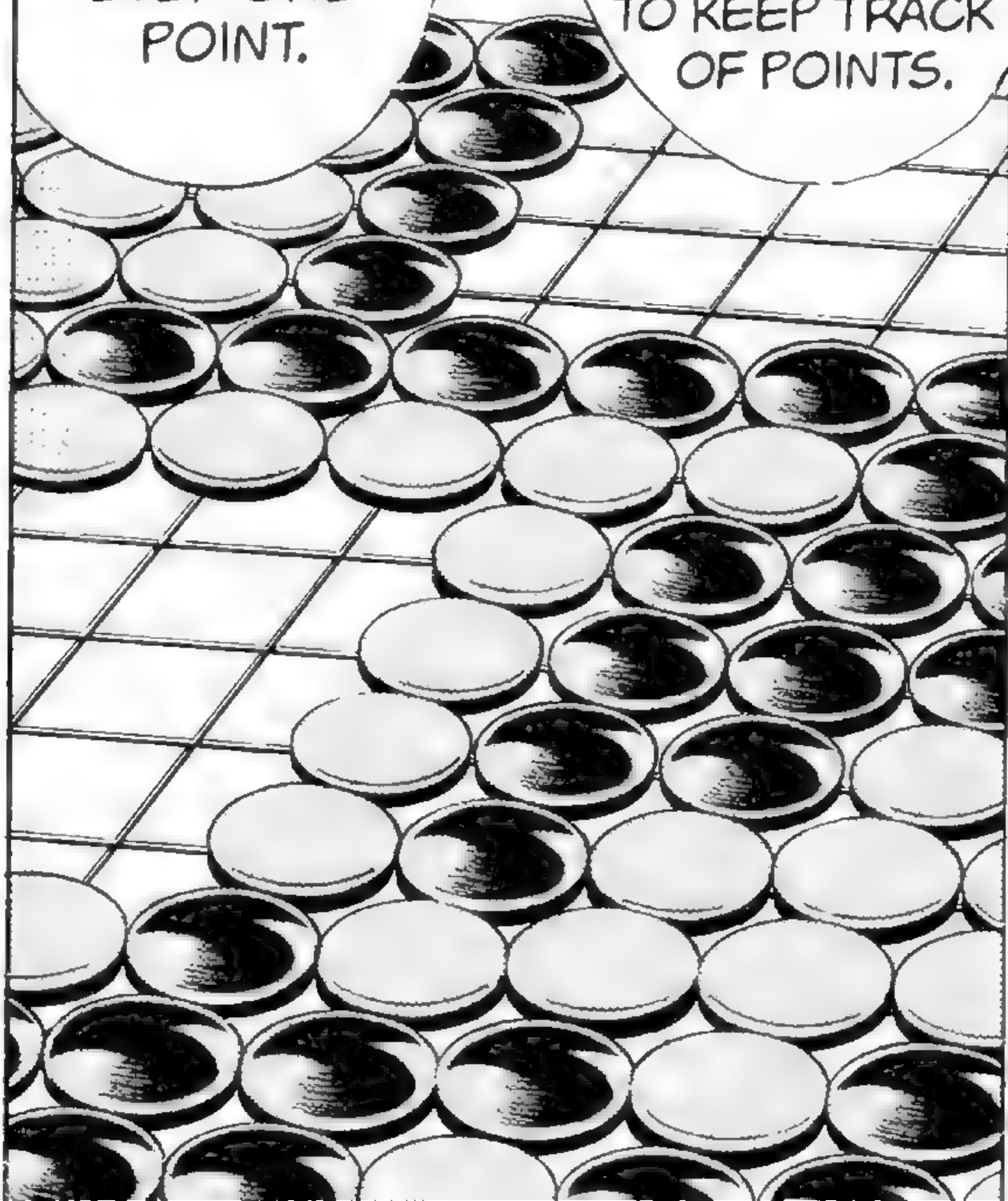
THERE'S
MORE.

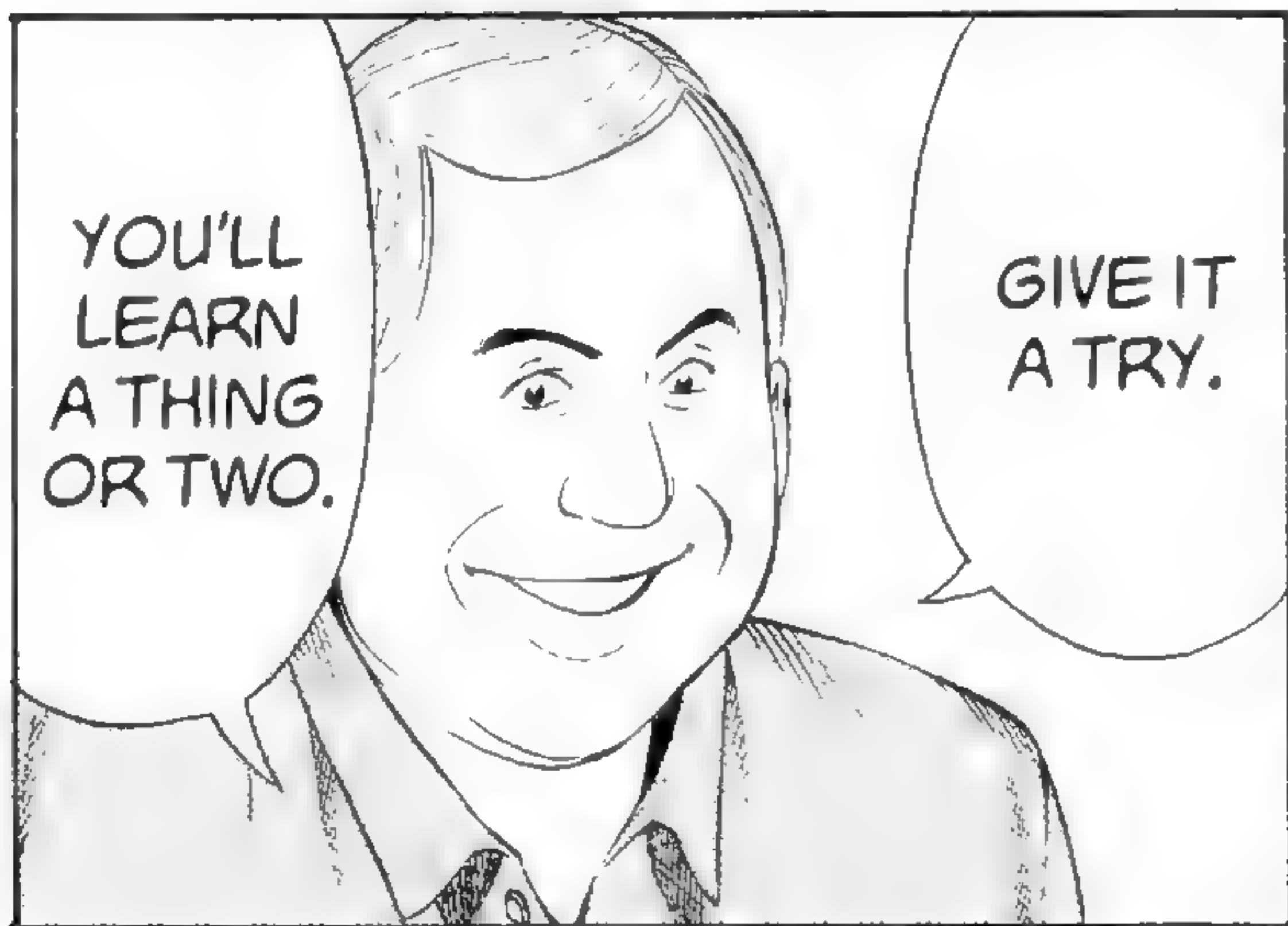
YOU DON'T
HAVE EXTRA
TIME TO
THINK ABOUT
YOUR
MOVES.

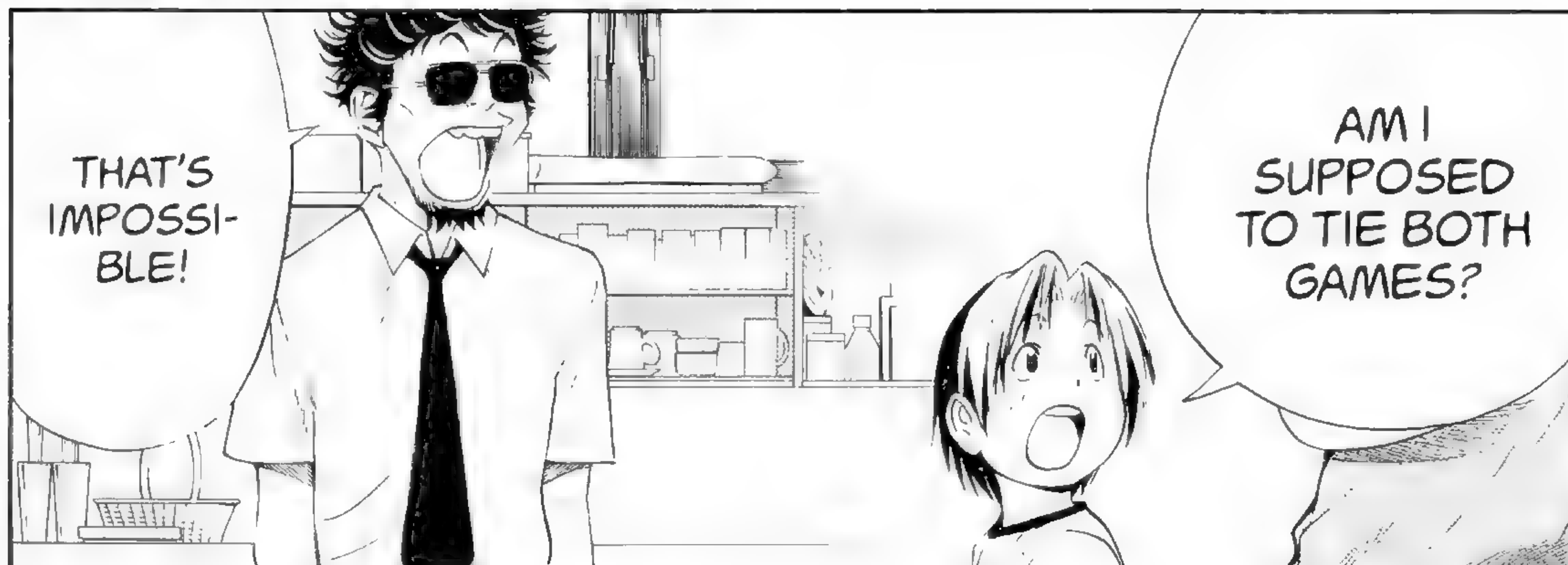
YOU HAVE
TO PLAY AT
YOUR
NORMAL
PACE.

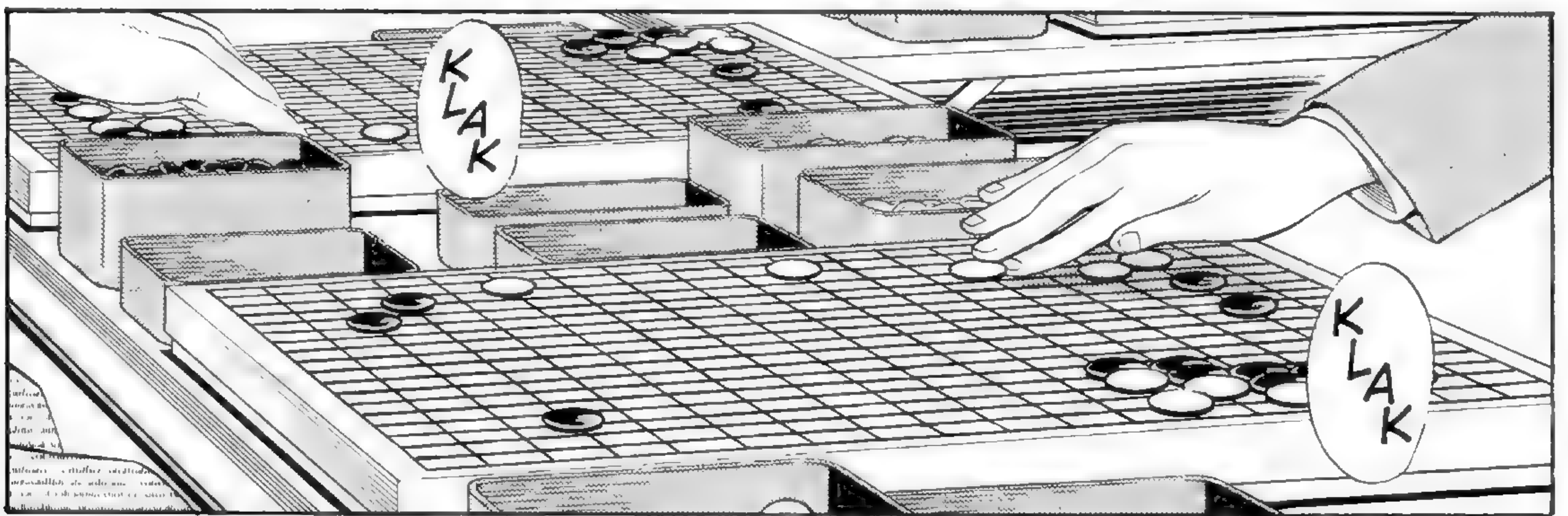
YOUR GOAL
IS TO REACH
A DRAW,
SO YOU CAN'T
BE OFF BY
EVEN ONE
POINT.

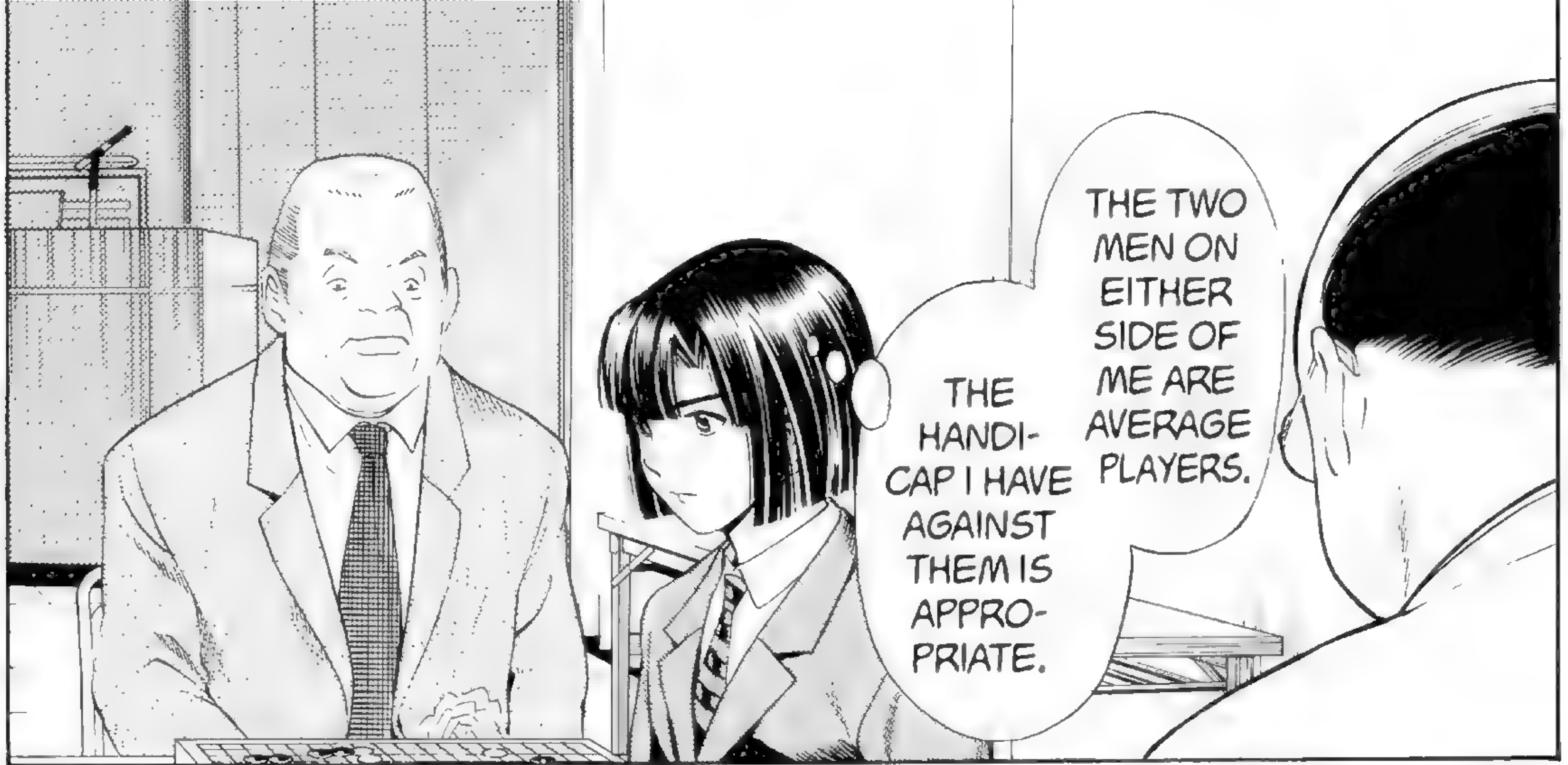
THE SITUATION
CHANGES EVERY
TIME YOUR
OPPONENT
MAKES A MOVE,
SO YOU'LL CON-
STANTLY HAVE
TO KEEP TRACK
OF POINTS.











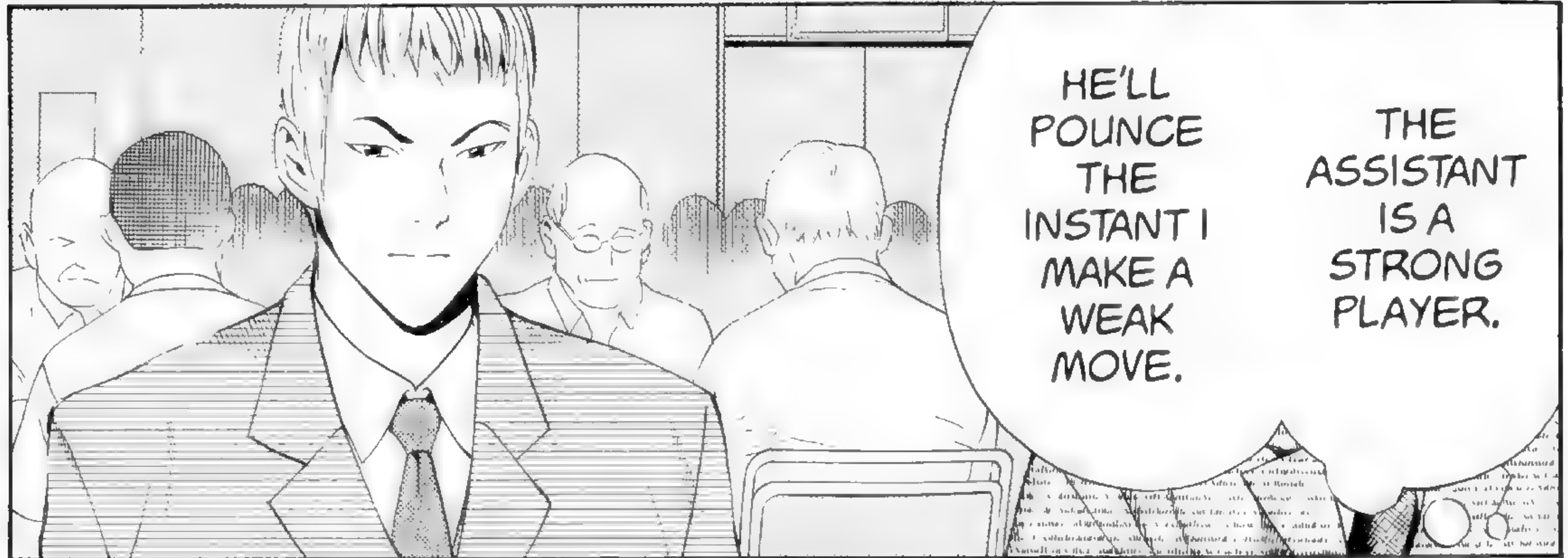
THE
HANDI-
CAP I HAVE
AGAINST
THEM IS
APPRO-
PRIATE.

THE TWO
MEN ON
EITHER
SIDE OF
ME ARE
AVERAGE
PLAYERS.



I'LL HAVE
TO EASE UP
SO I WON'T
CLOSE THE
GAP ON HIS
LEAD.

THE
ASSEMBLY-
MAN ISN'T
MUCH OF A
PLAYER, AS I
GUESSED.



HE'LL
POUNCE
THE
INSTANT I
MAKE A
WEAK
MOVE.

THE
ASSISTANT
IS A
STRONG
PLAYER.

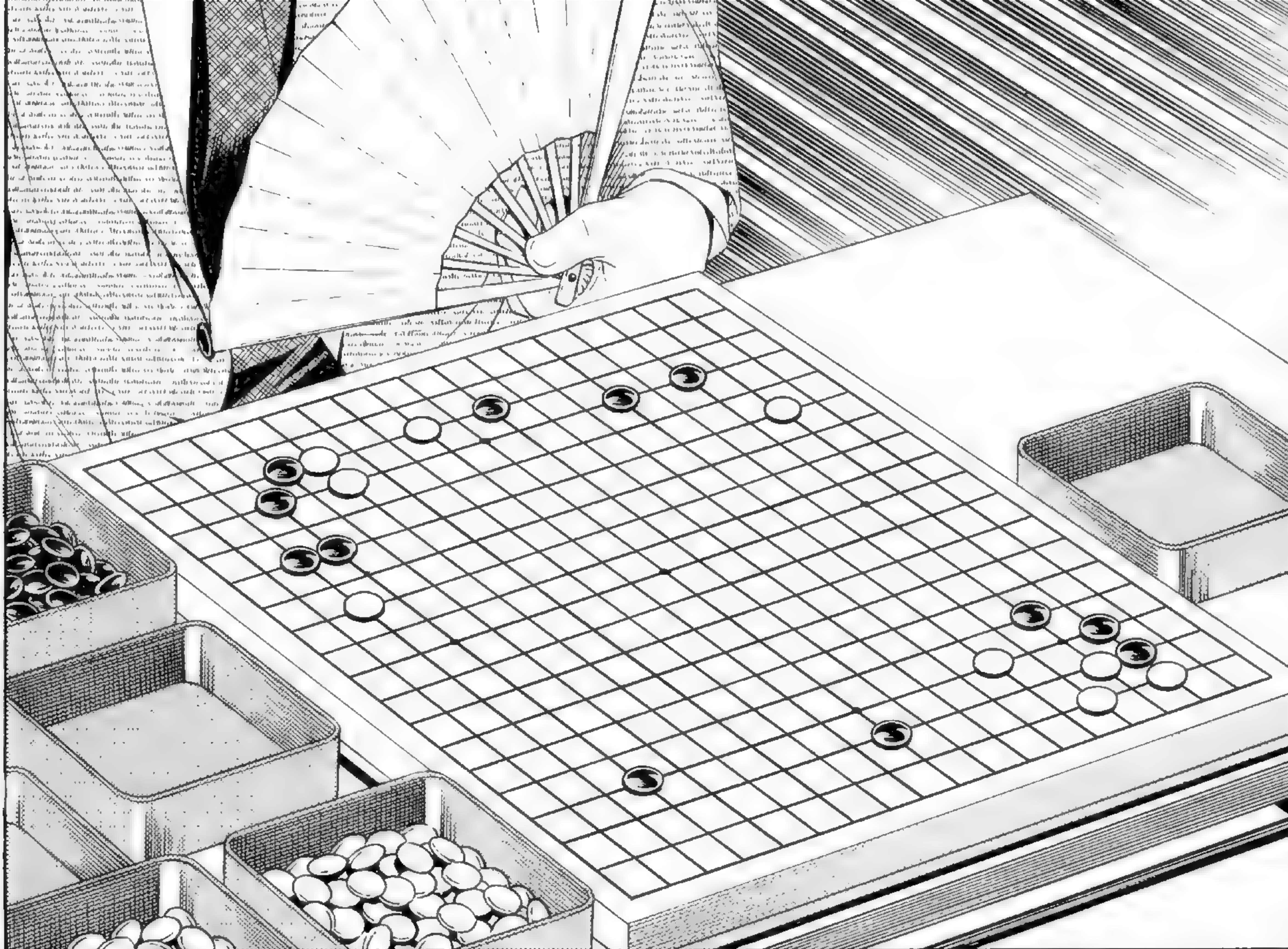


SO
THIS KID
JUST
TURNED
PRO THIS
YEAR.

.....







TO READ
ABOUT
THE FIRST
ERROR, SEE
"HIKARU NO
GO STORY-
BOARDS,"
NO. 18, IN
VOLUME 7,
ON P. 48.



ANOTHER MISPRINT
APPEARED IN A
PAMPHLET THAT WAS
INCLUDED IN THE
JAPANESE EDITION
OF HIKARU NO GO,
VOLUME 7.

HIKARU NO GO STORYBOARDS

22

YUMI
HOTTA



Huh?!



Editor in Chief
Torishima wants to
apologize to you
personally, so I'm going
to hand the phone
over to him...

IT WAS KIND OF CUTE.
THE TEXT SAID "AKIRA"
WHEREVER IT WAS
SUPPOSED TO SAY
"HIKARU." I GOT A CALL
ABOUT IT FROM MY
EDITOR, TAKAHASHI.

W-Wait! I don't mind misprints!
They're actually fun to read! Takahashi,
please don't give the
phone to—

Hello,
this is
Torishima...



...PLEASE DON'T
INCLUDE ANY
MORE MISPRINTS IN
THE PAMPHLETS.

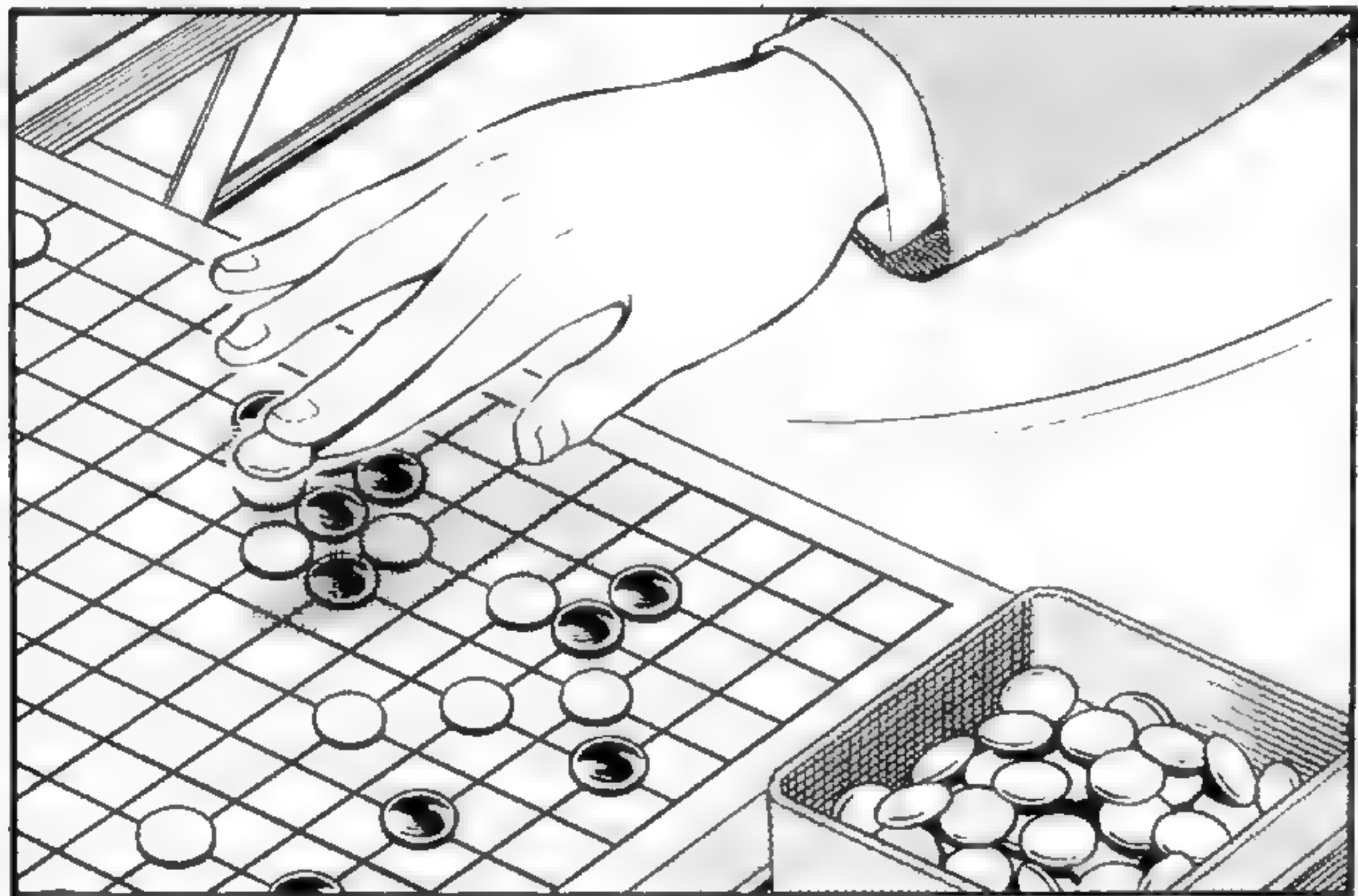
...SO...

TALKING TO THE
EDITOR IN CHIEF
ALWAYS STRESSES
ME OUT...



Game 72 "A Four-way Challenge"

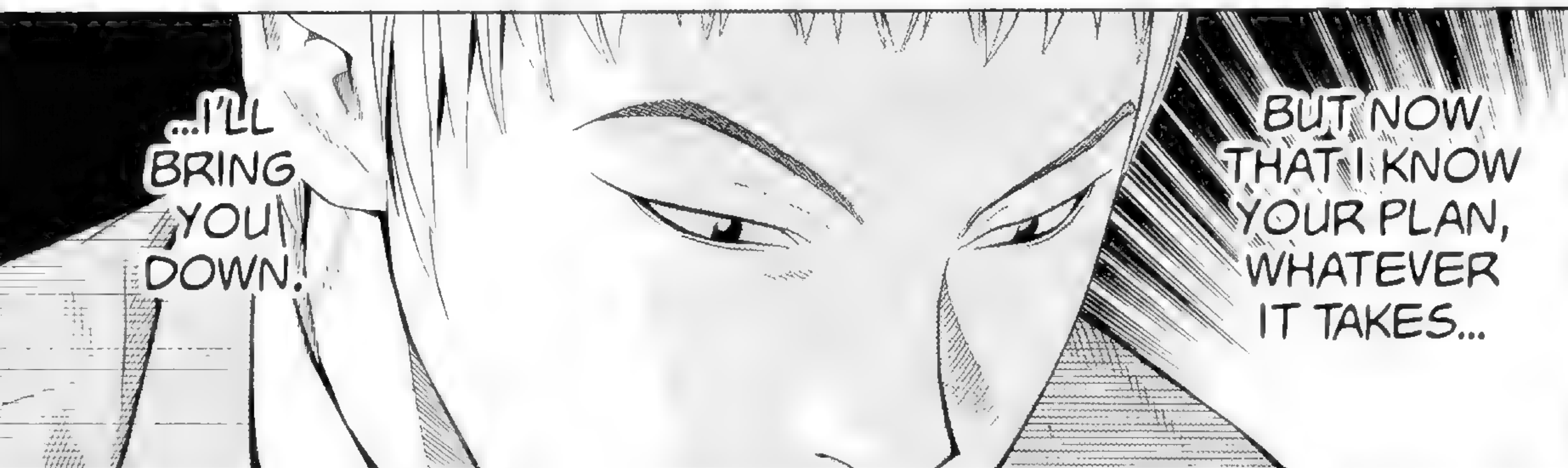
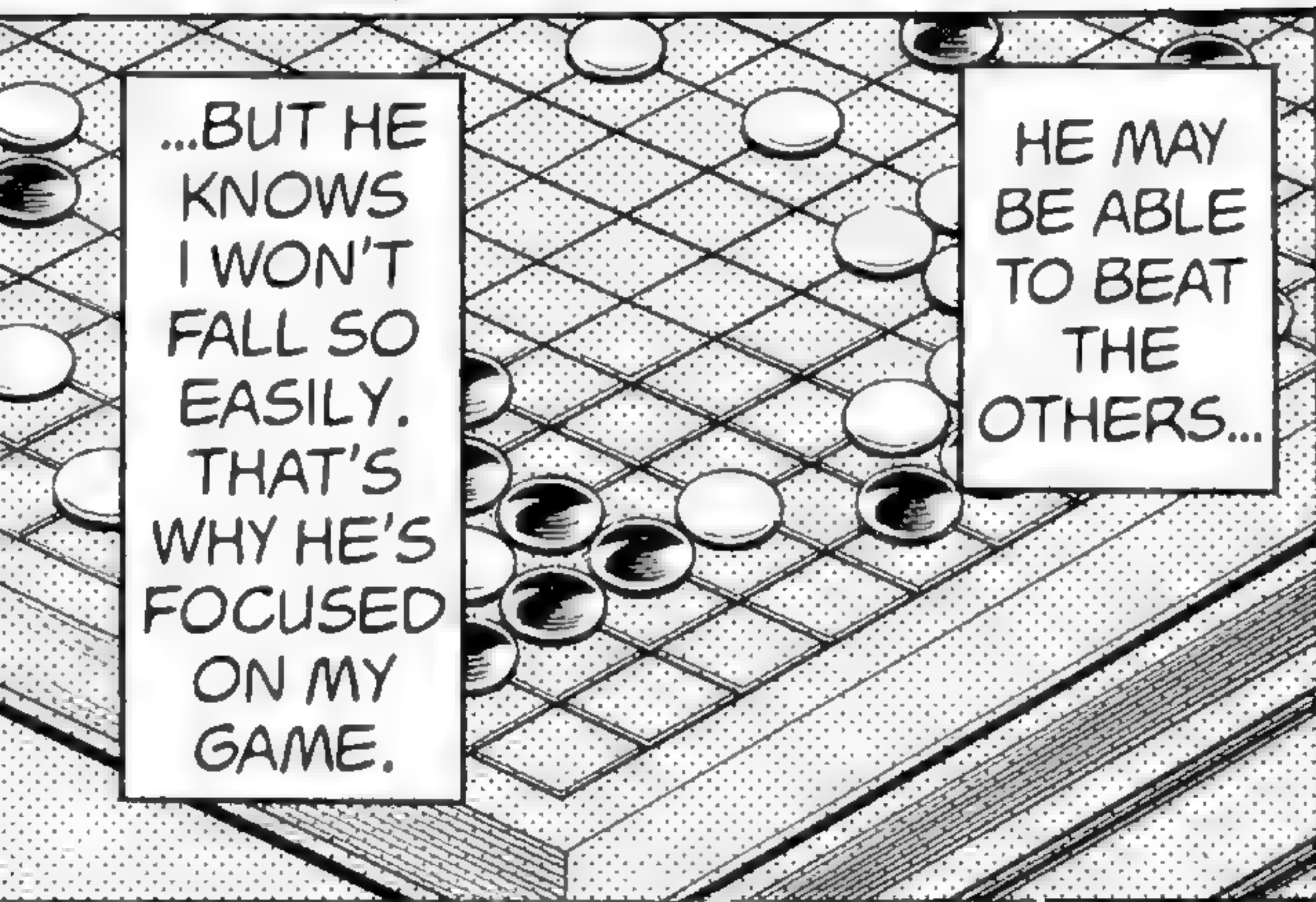






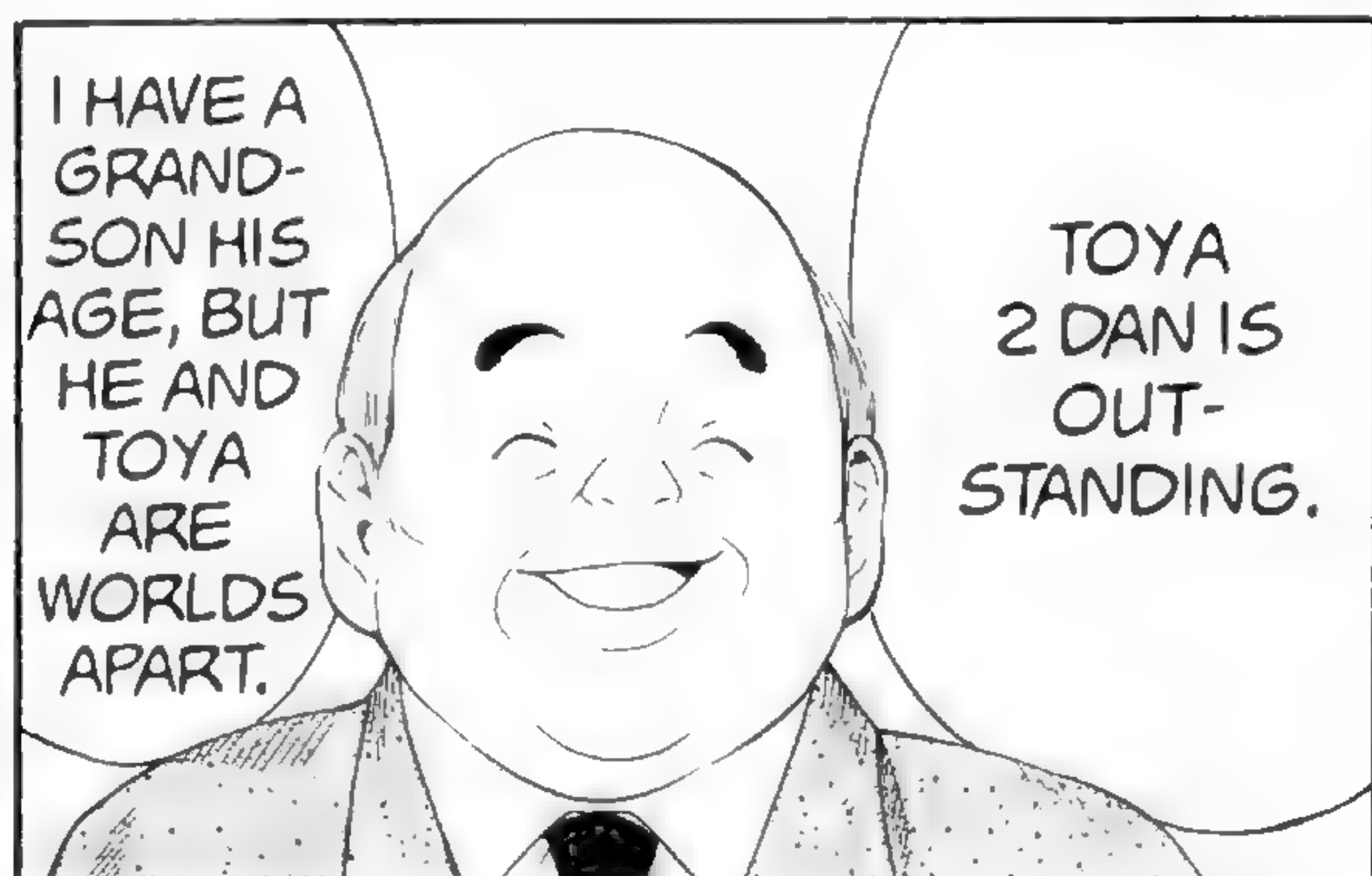






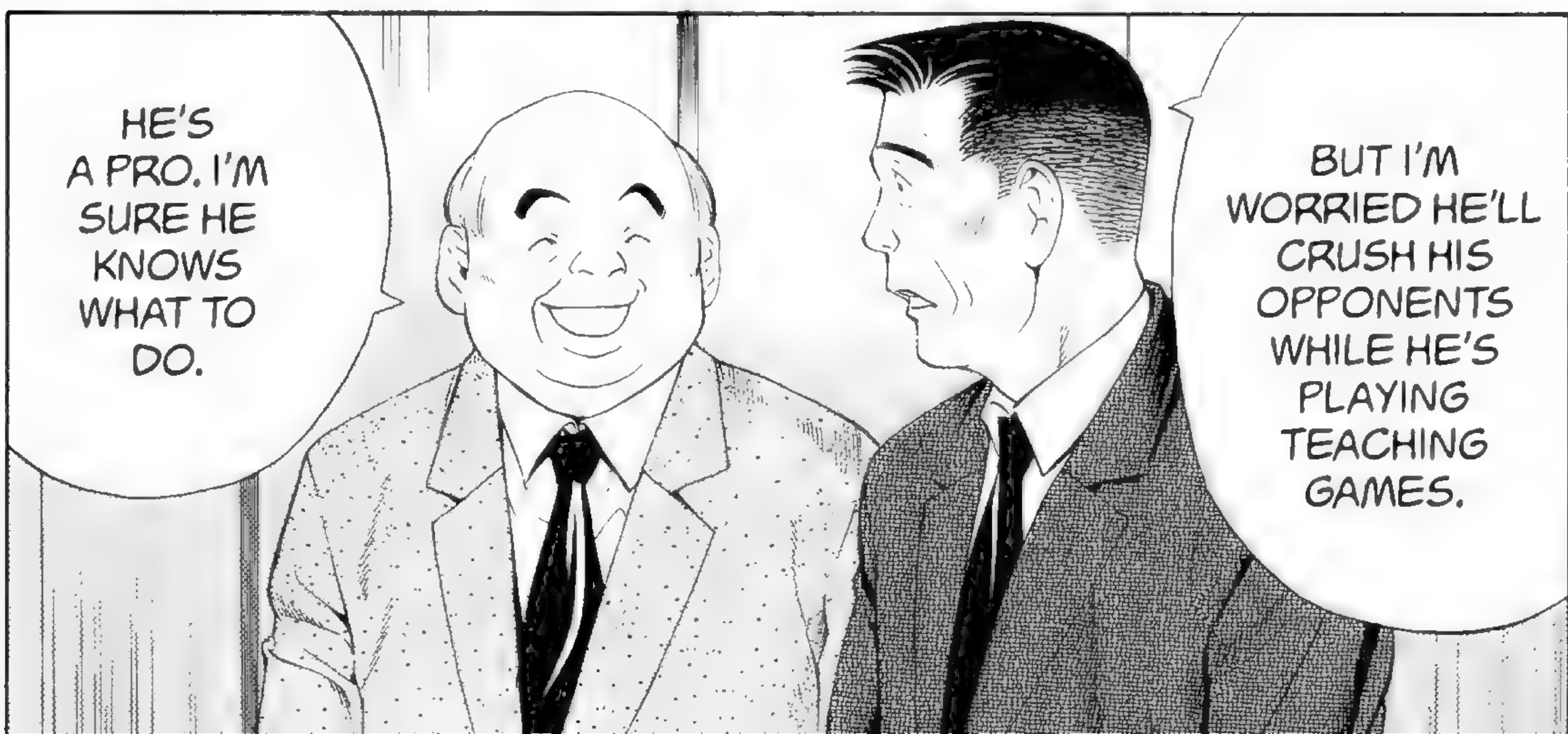


DON'T
YOU
THINK
SO?



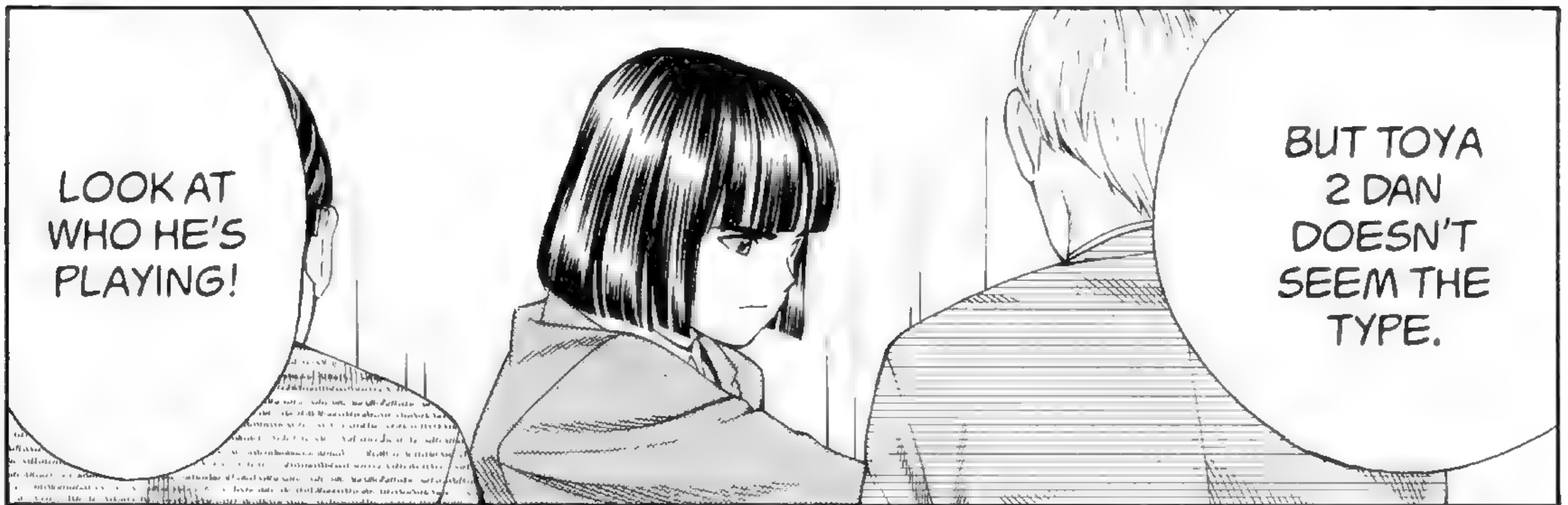
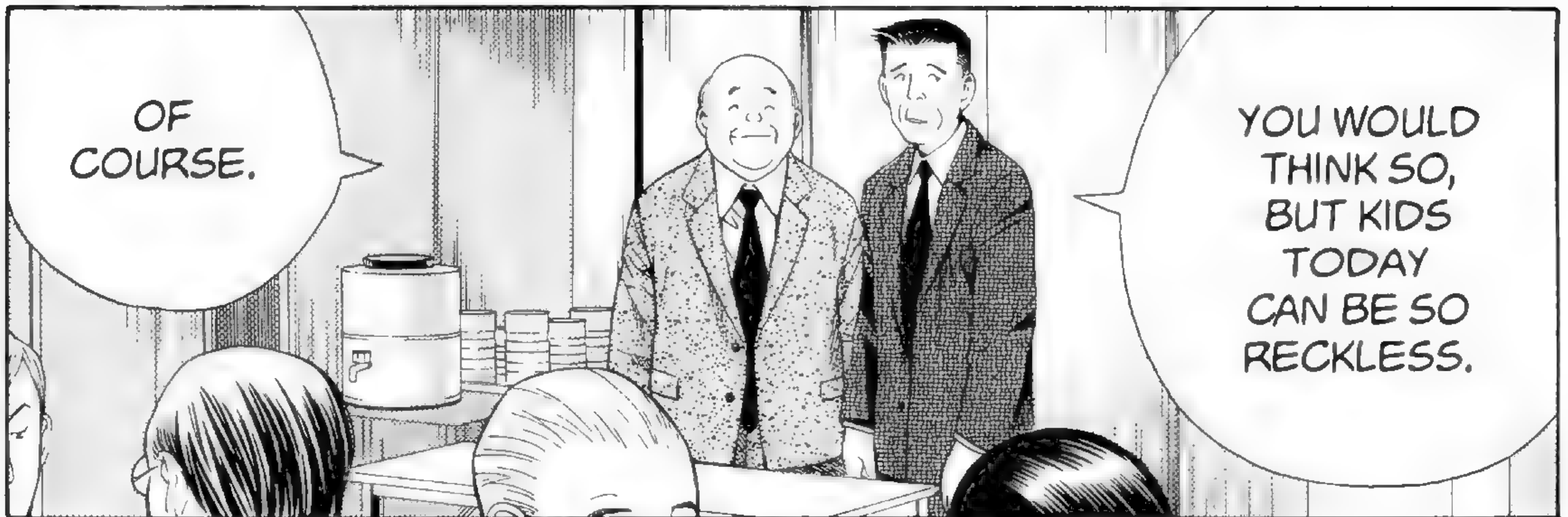
I HAVE A
GRAND-
SON HIS
AGE, BUT
HE AND
TOYA
ARE
WORLDS
APART.

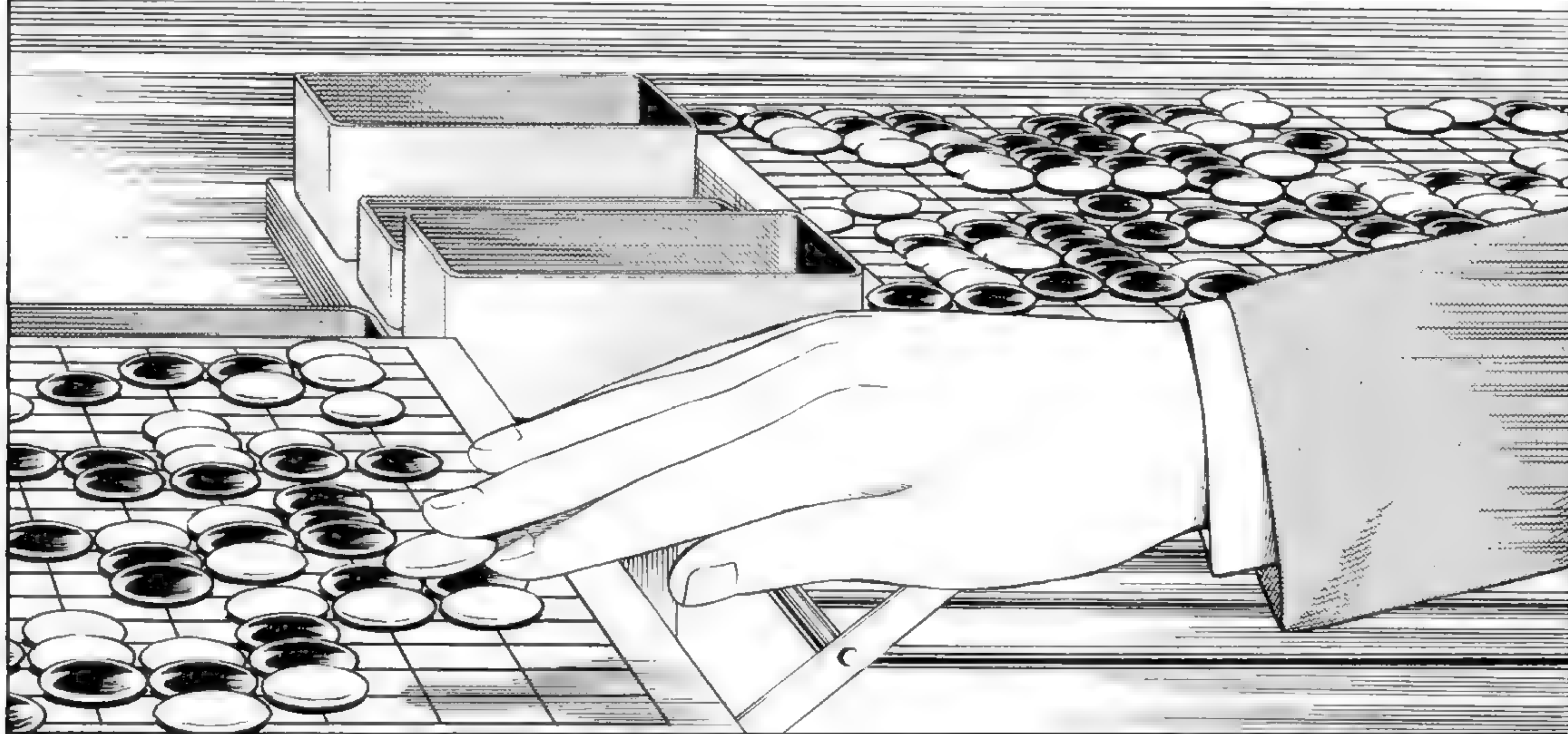
TOYA
2 DAN IS
OUT-
STANDING.



HE'S
A PRO. I'M
SURE HE
KNOWS
WHAT TO
DO.

BUT I'M
WORRIED HE'LL
CRUSH HIS
OPPONENTS
WHILE HE'S
PLAYING
TEACHING
GAMES.





AND
HERE...



K
L
A
K

I'LL
FORCE
HIM TO TAKE
PRISONERS
AND MAKE
UP TWO
POINTS.

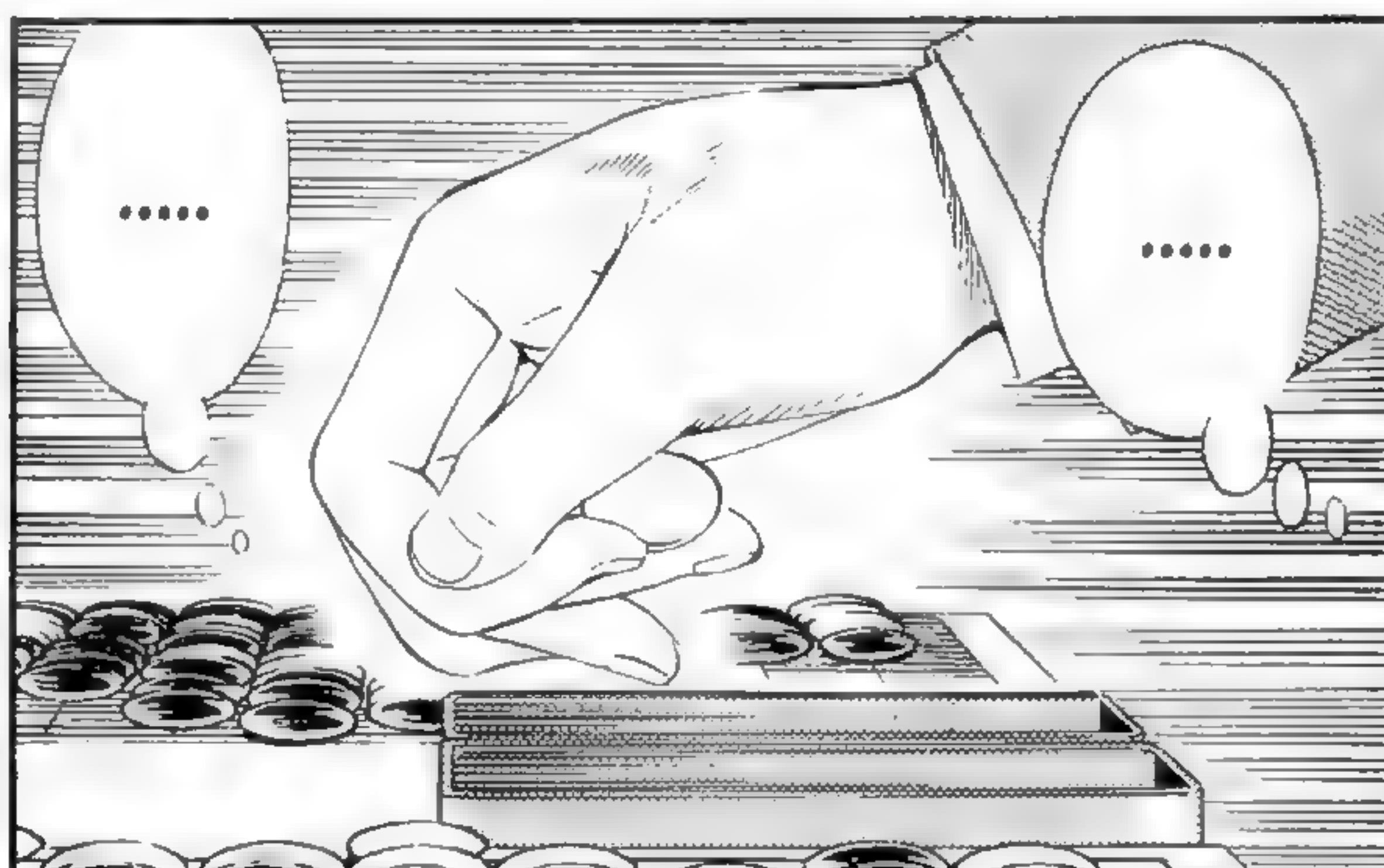


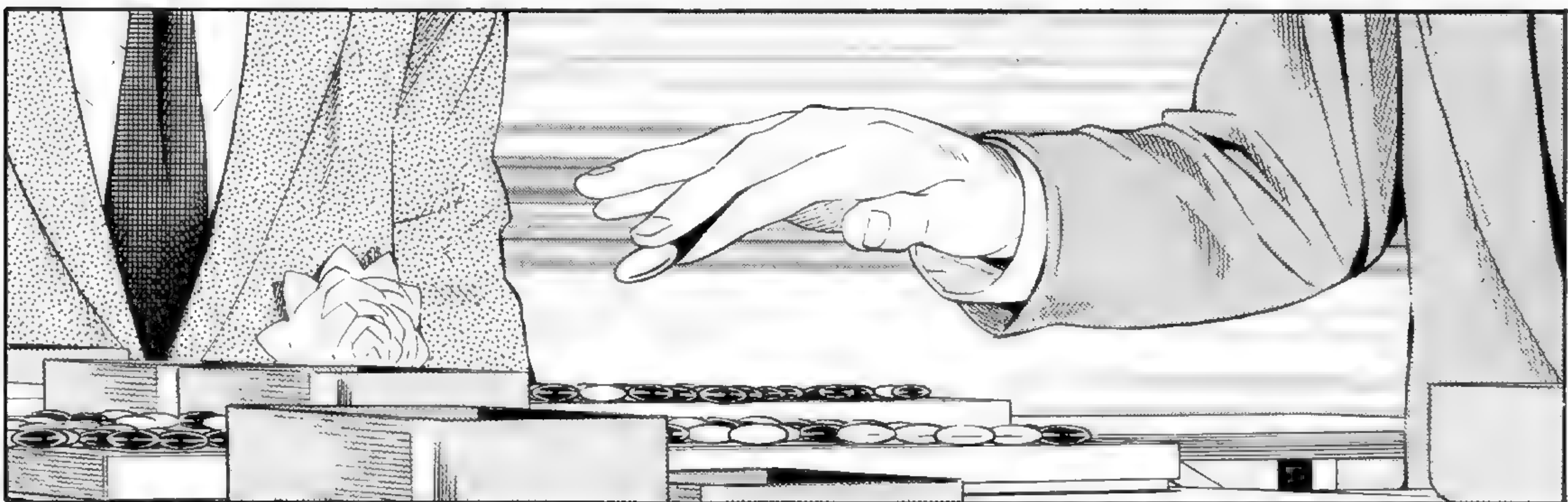
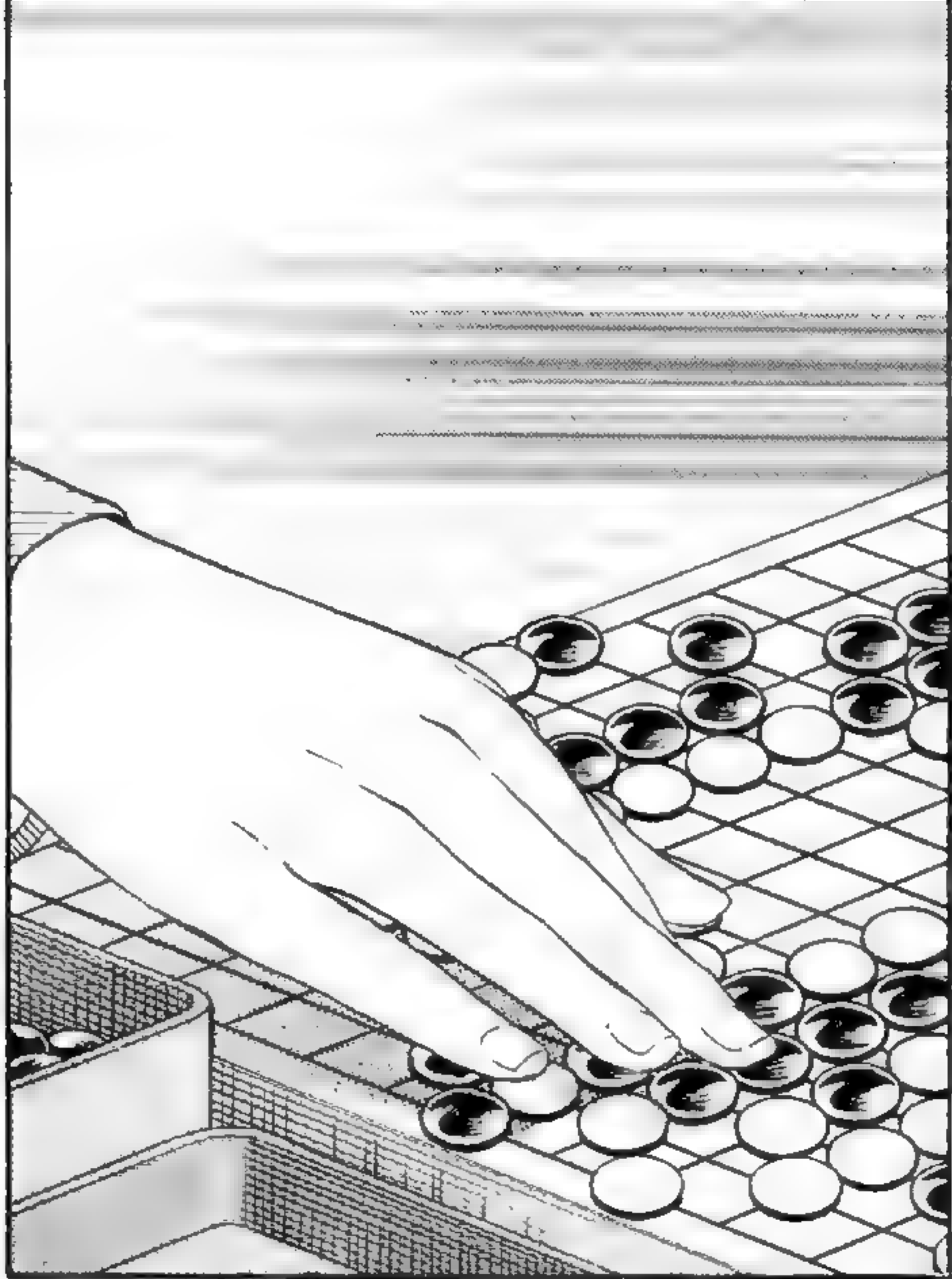
I'LL PLAY
REVERSE
SENTE HERE
TO TAKE AWAY
HIS INITIATIVE
AND BE ONLY
FOUR POINTS
BEHIND.

K
L
A
K



I WOULD
KEEP
READING
HIS GAME
STRAIGHT
THROUGH TO
THE END...





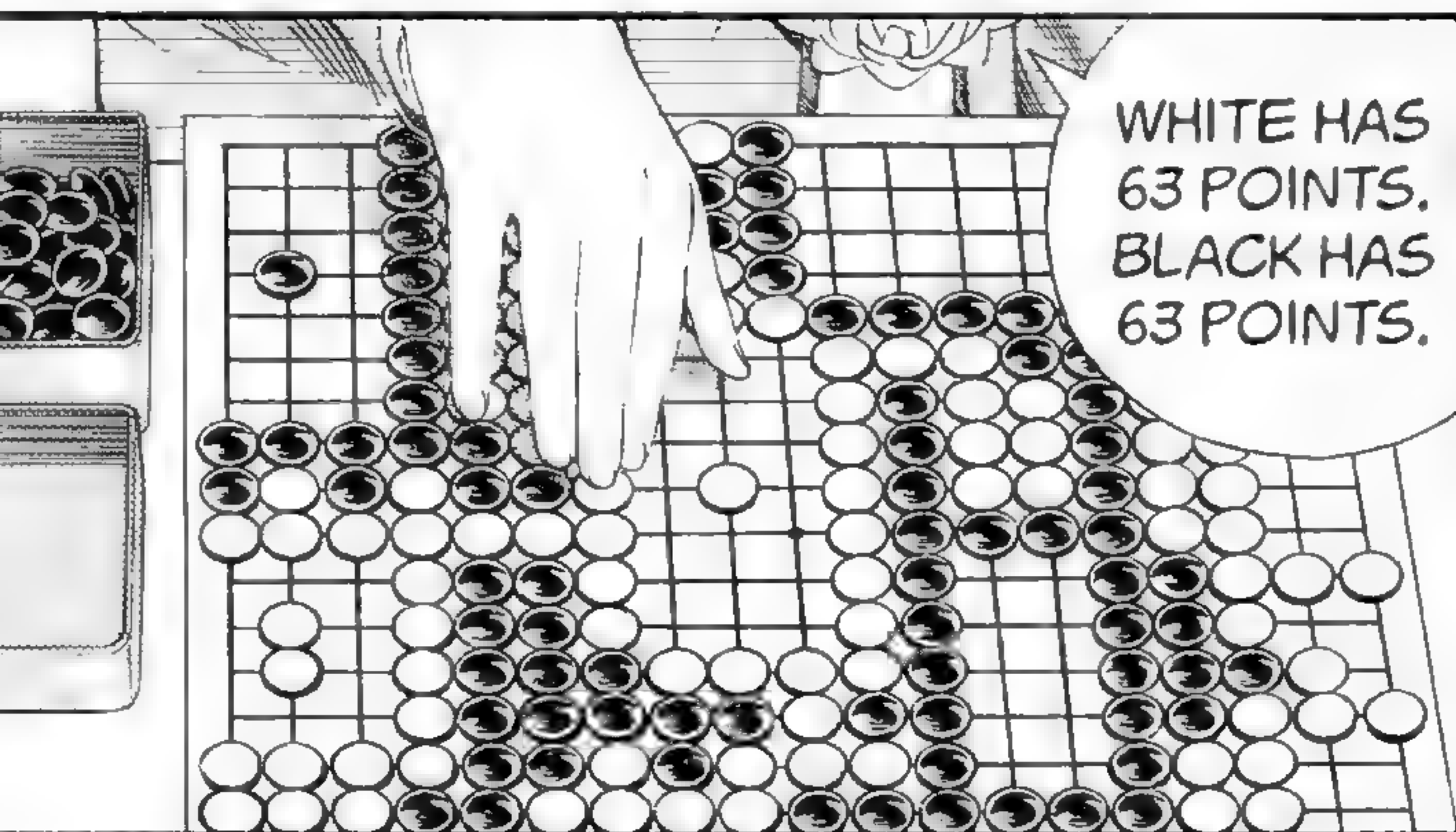


DID I
LOSE?

OR
WIN?



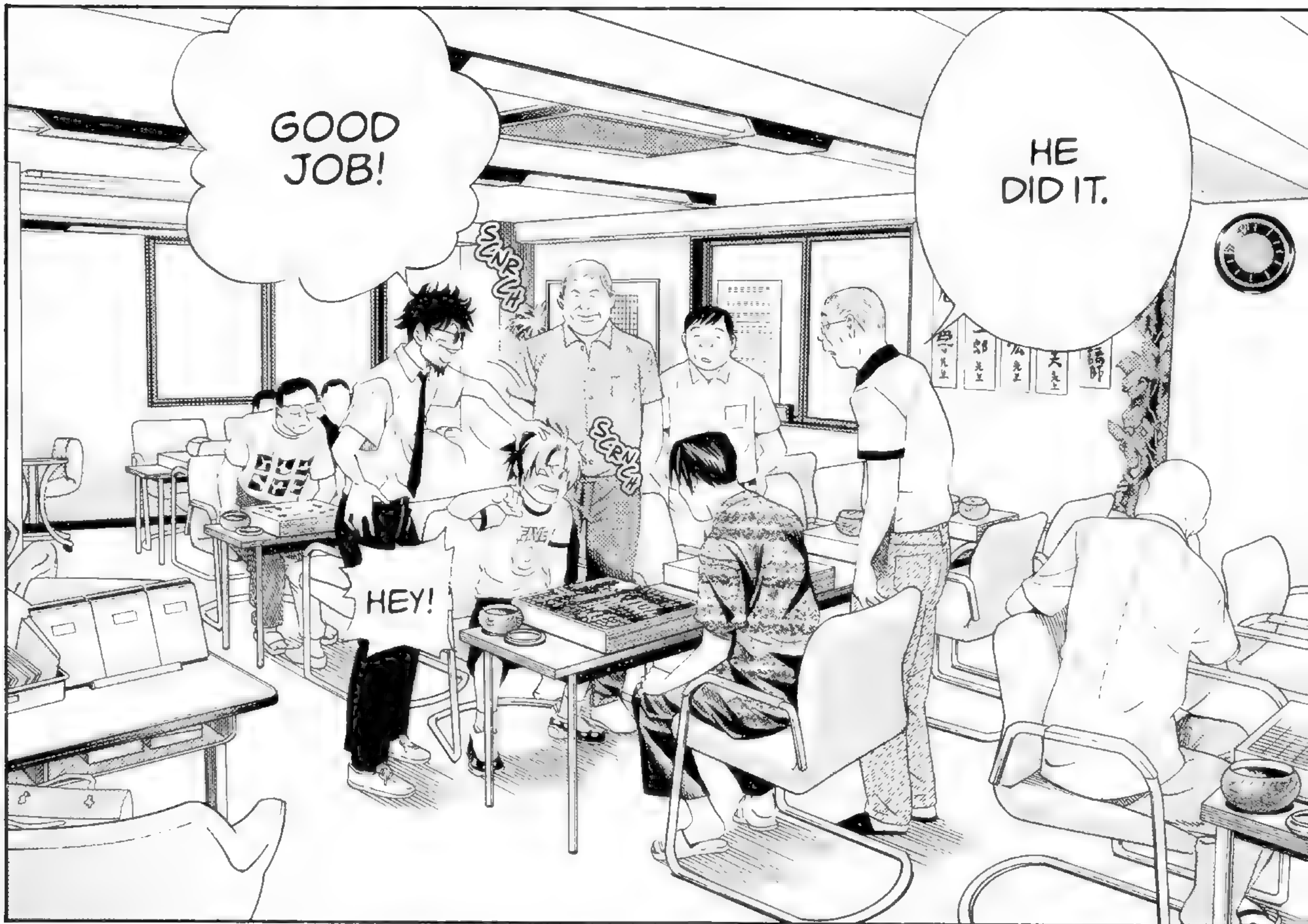
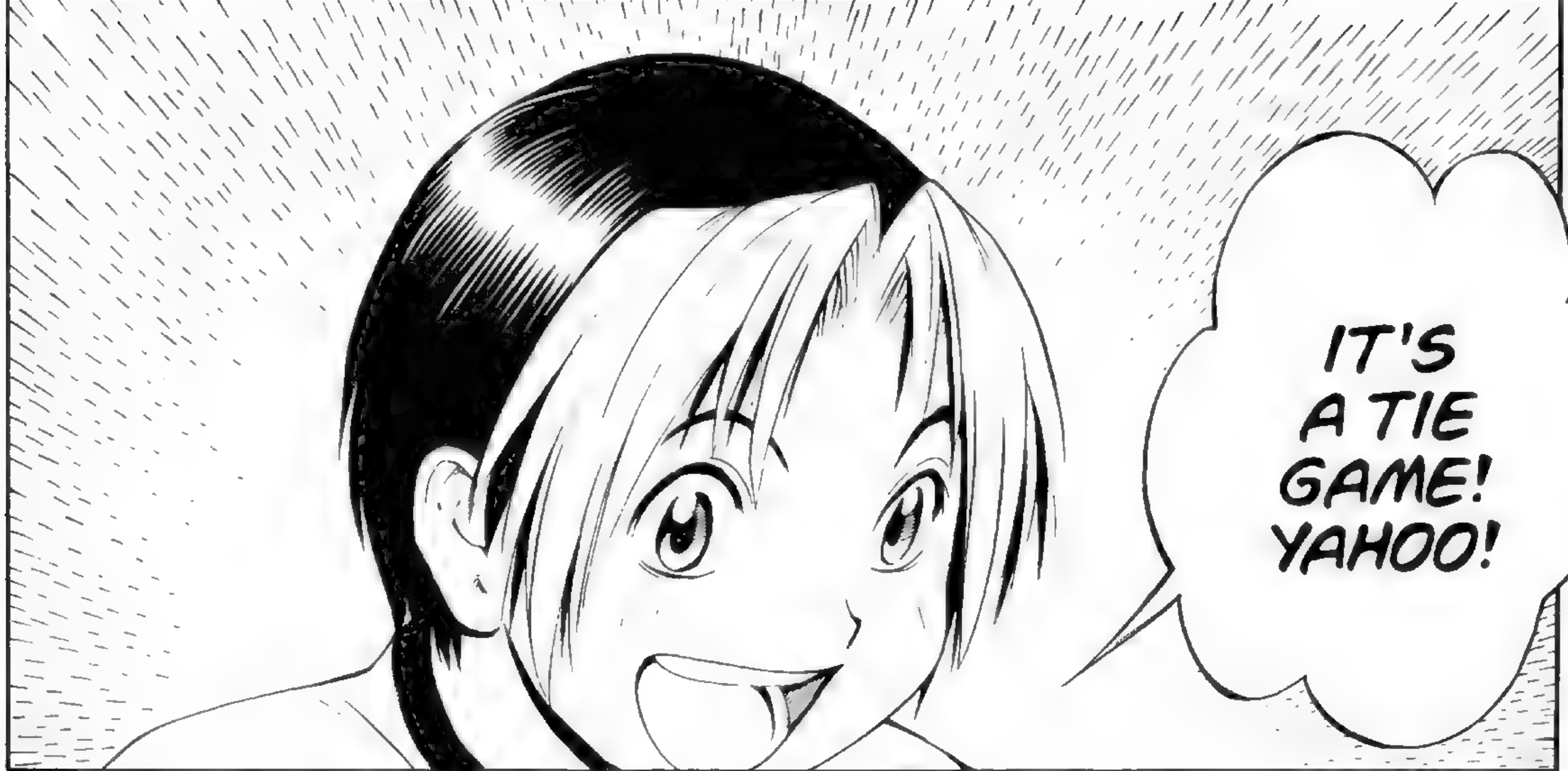
IT'S
ALL
OVER.



WHITE HAS
63 POINTS.
BLACK HAS
63 POINTS.



IT'S
A TIE
GAME.







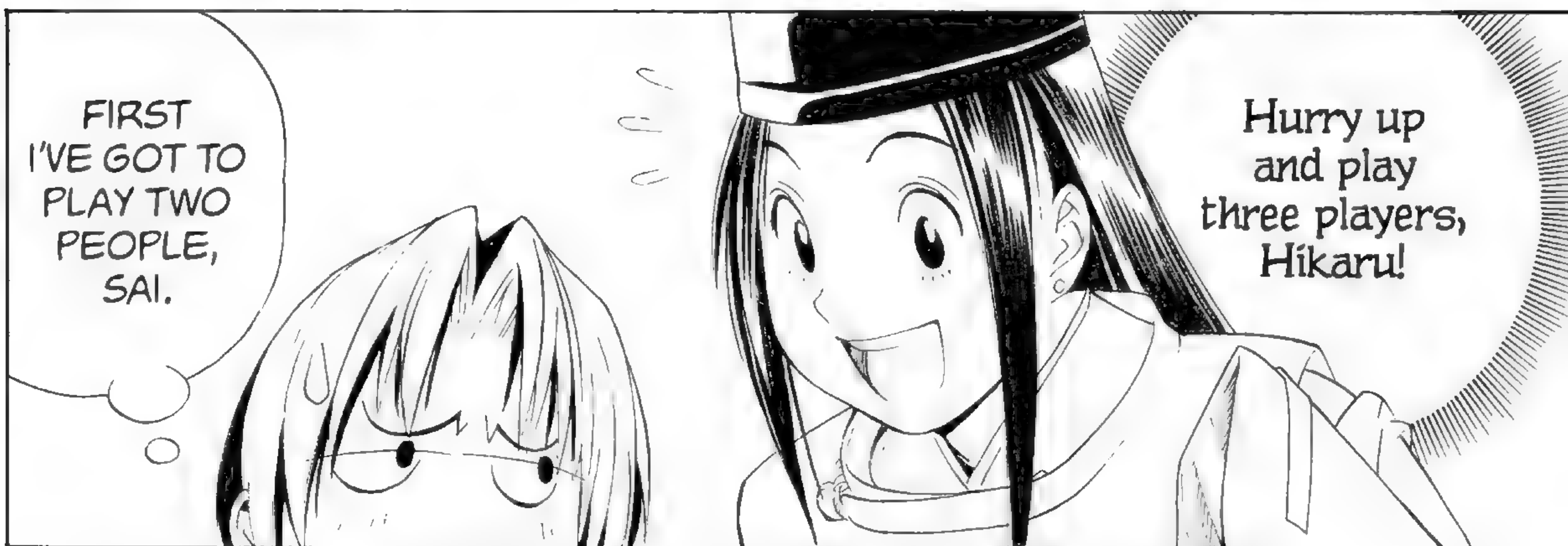
YOU MAY
GET BY
AGAINST
TWO
PLAYERS,
BUT THREE
WILL BE
TOUGH.



WHEN YOU
PLAY TWO
SIMULTA-
NEOUS
GAMES, YOU
HAVE TO DO
TWICE THE
COUNTING.



I KNOW,
AND IT'LL
BE THREE
TIMES THE
COUNTING
AGAINST
THREE
PLAYERS.



FIRST
I'VE GOT TO
PLAY TWO
PEOPLE,
SAI.

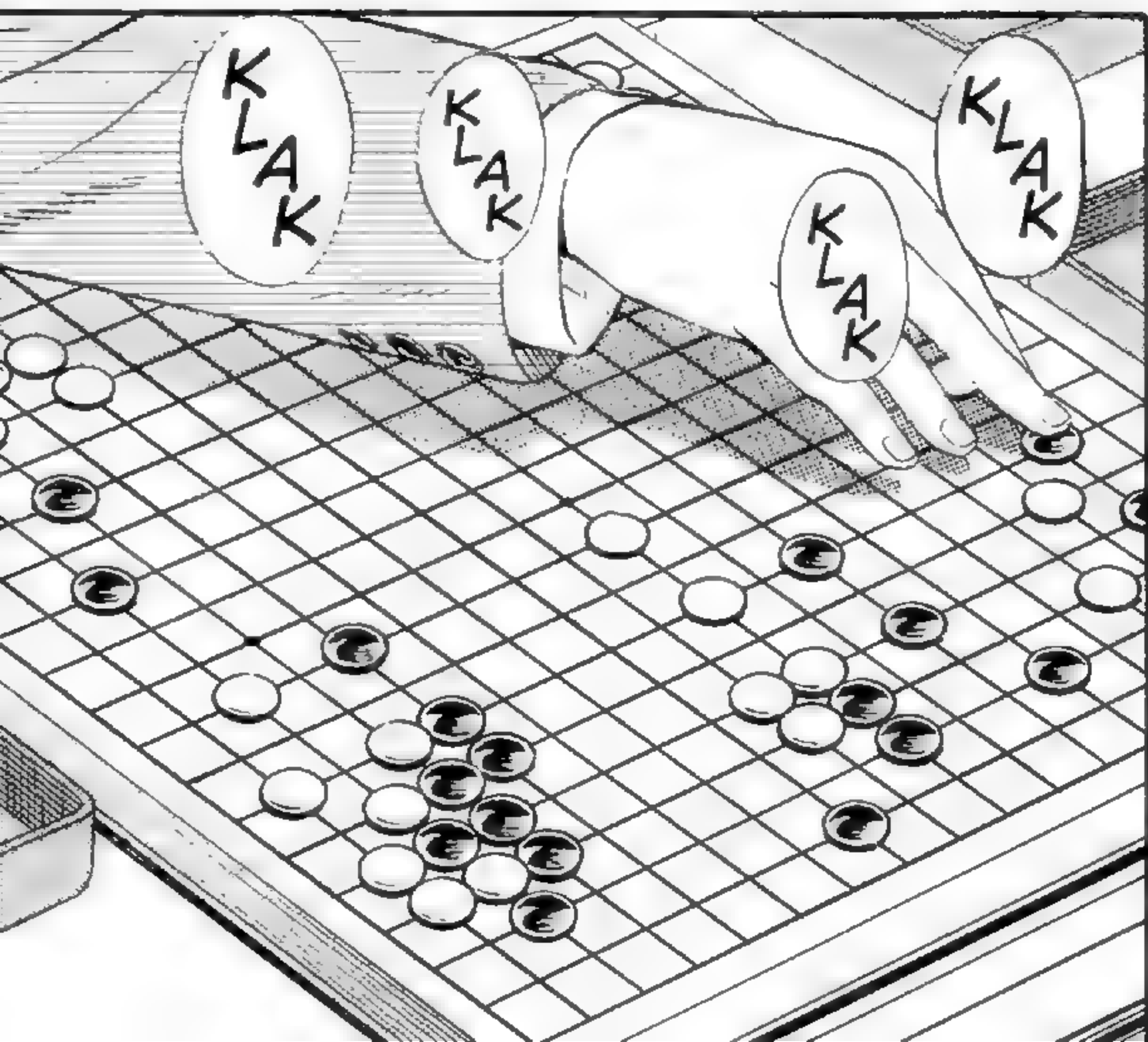
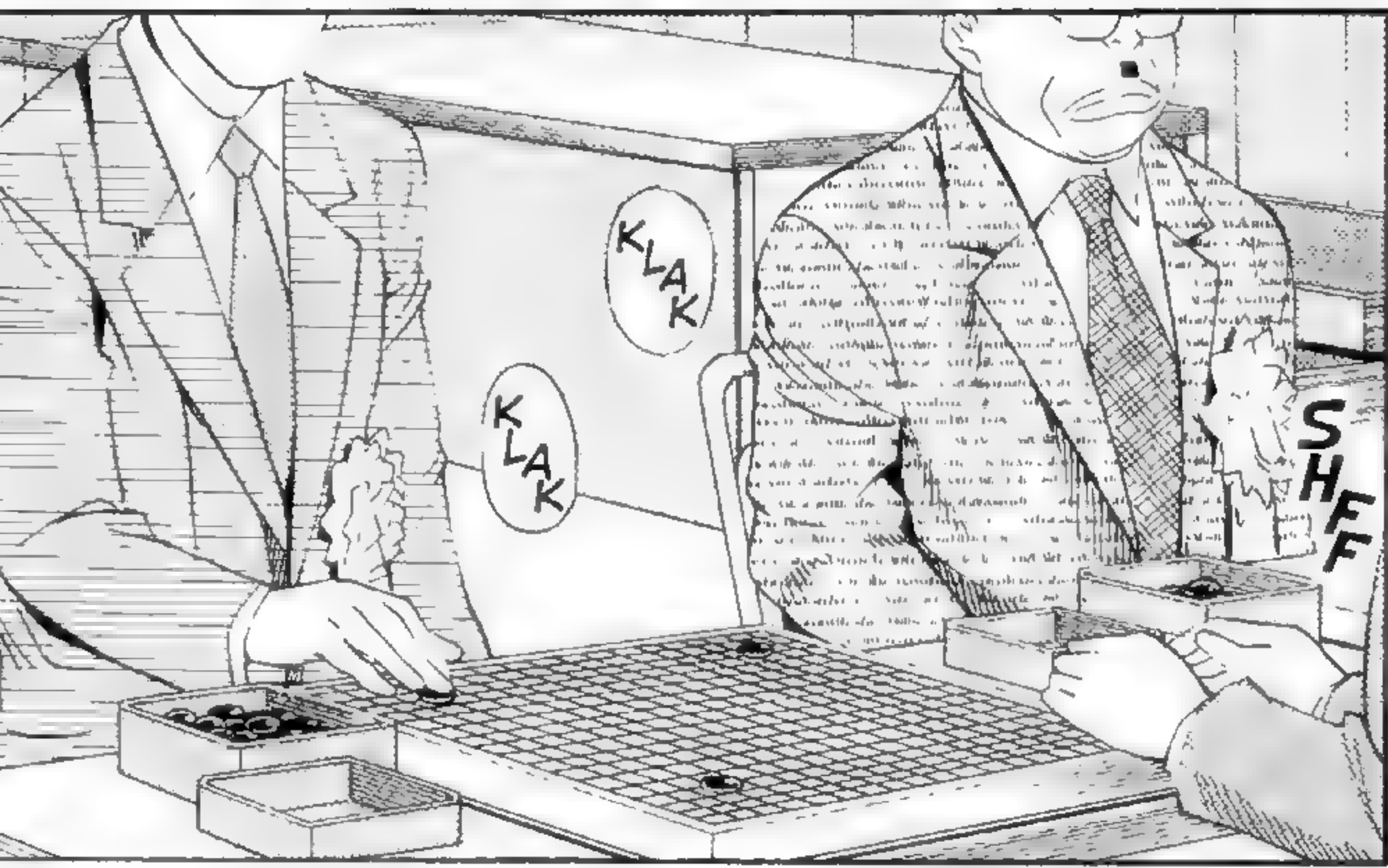
Hurry up
and play
three players,
Hikaru!



LET'S
START!!

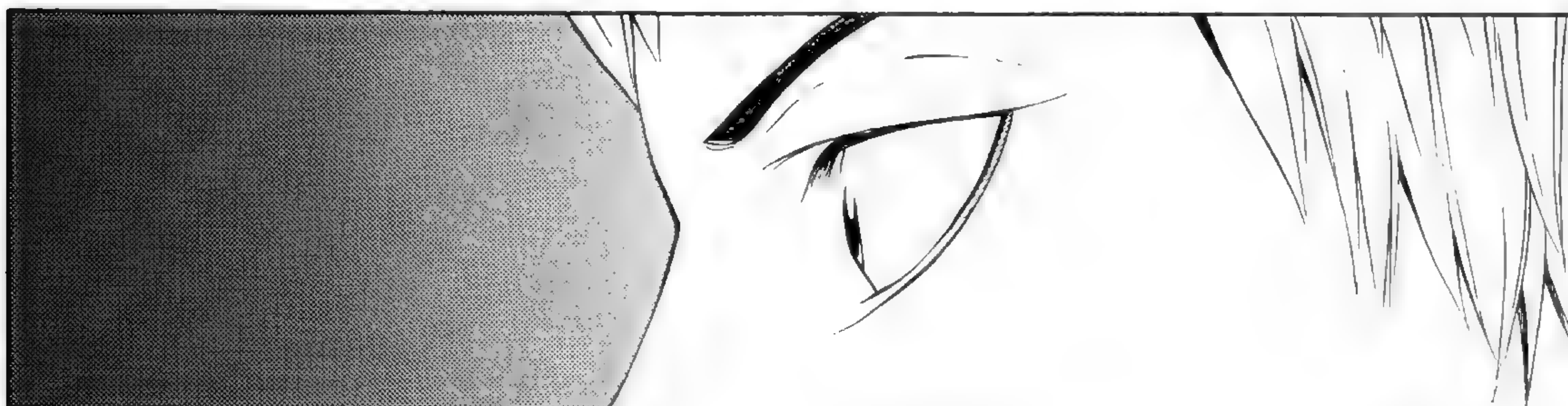
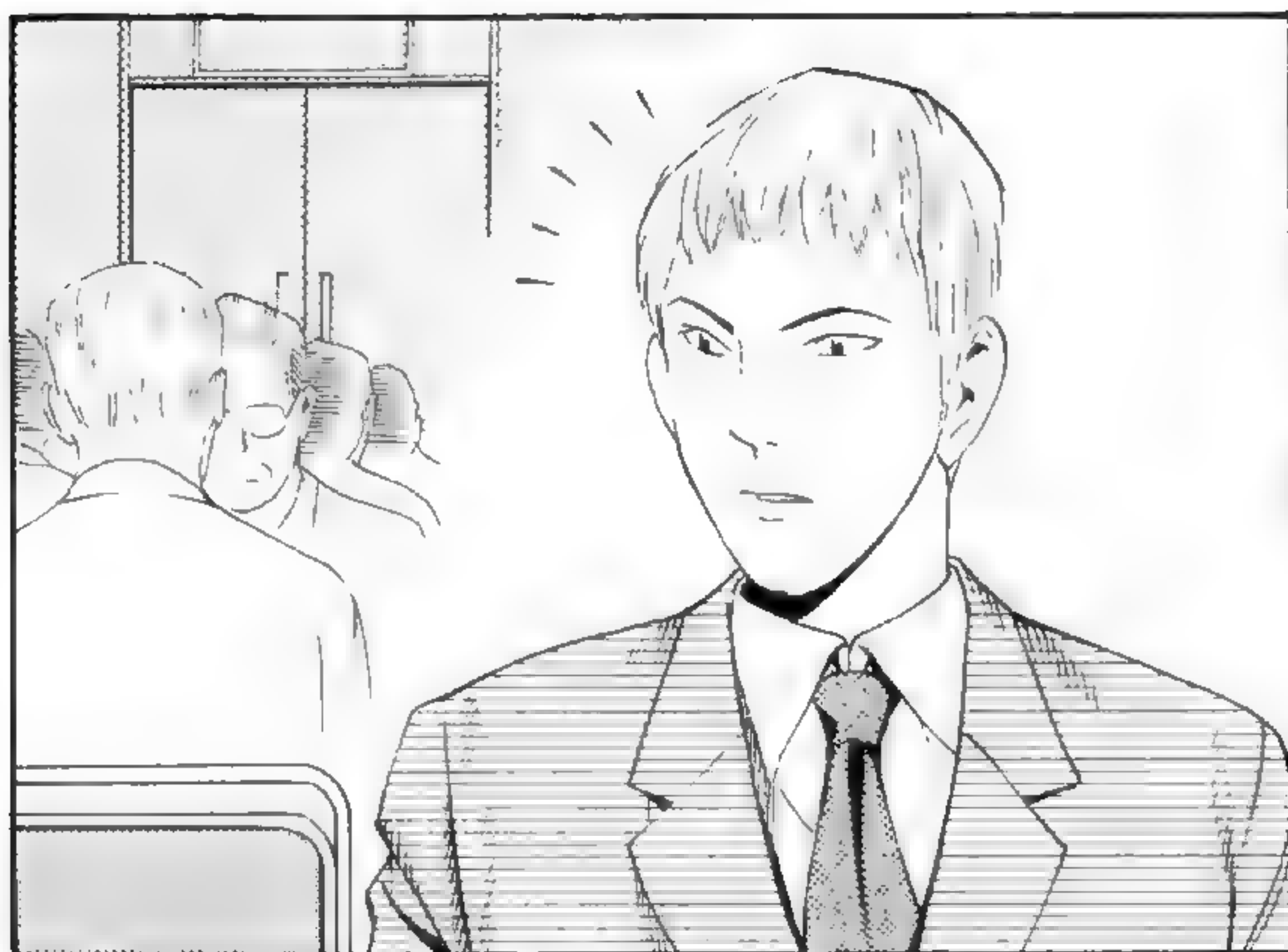
K
C
H
F
F

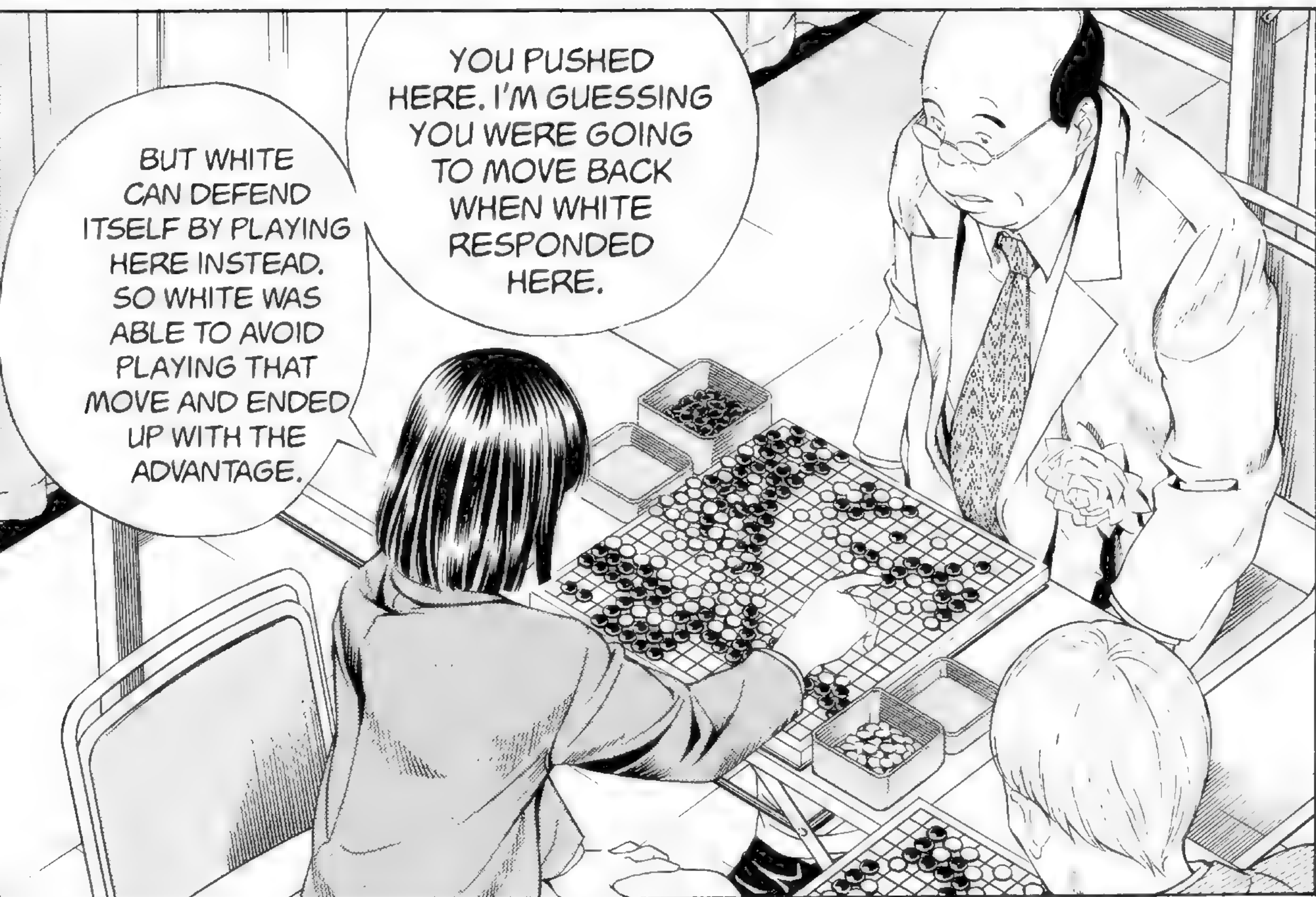
OKAY,
ME
AGAINST
TWO!







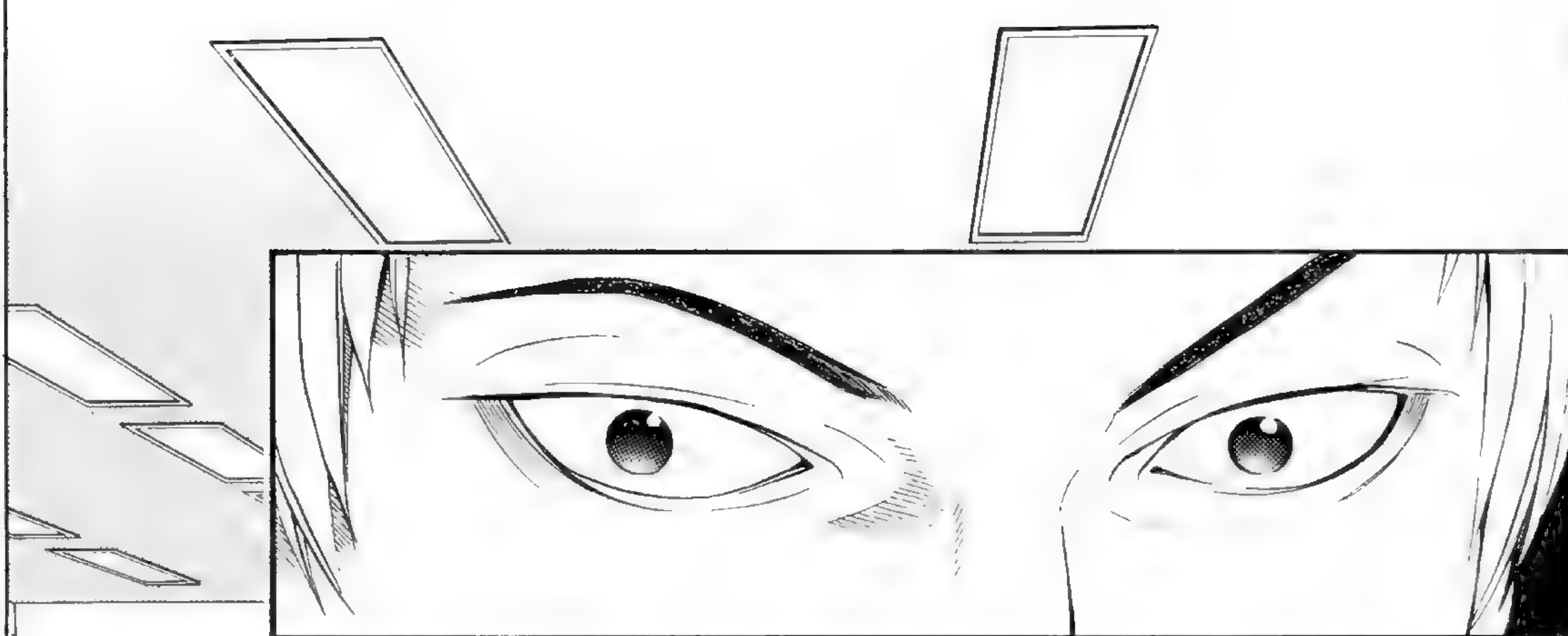




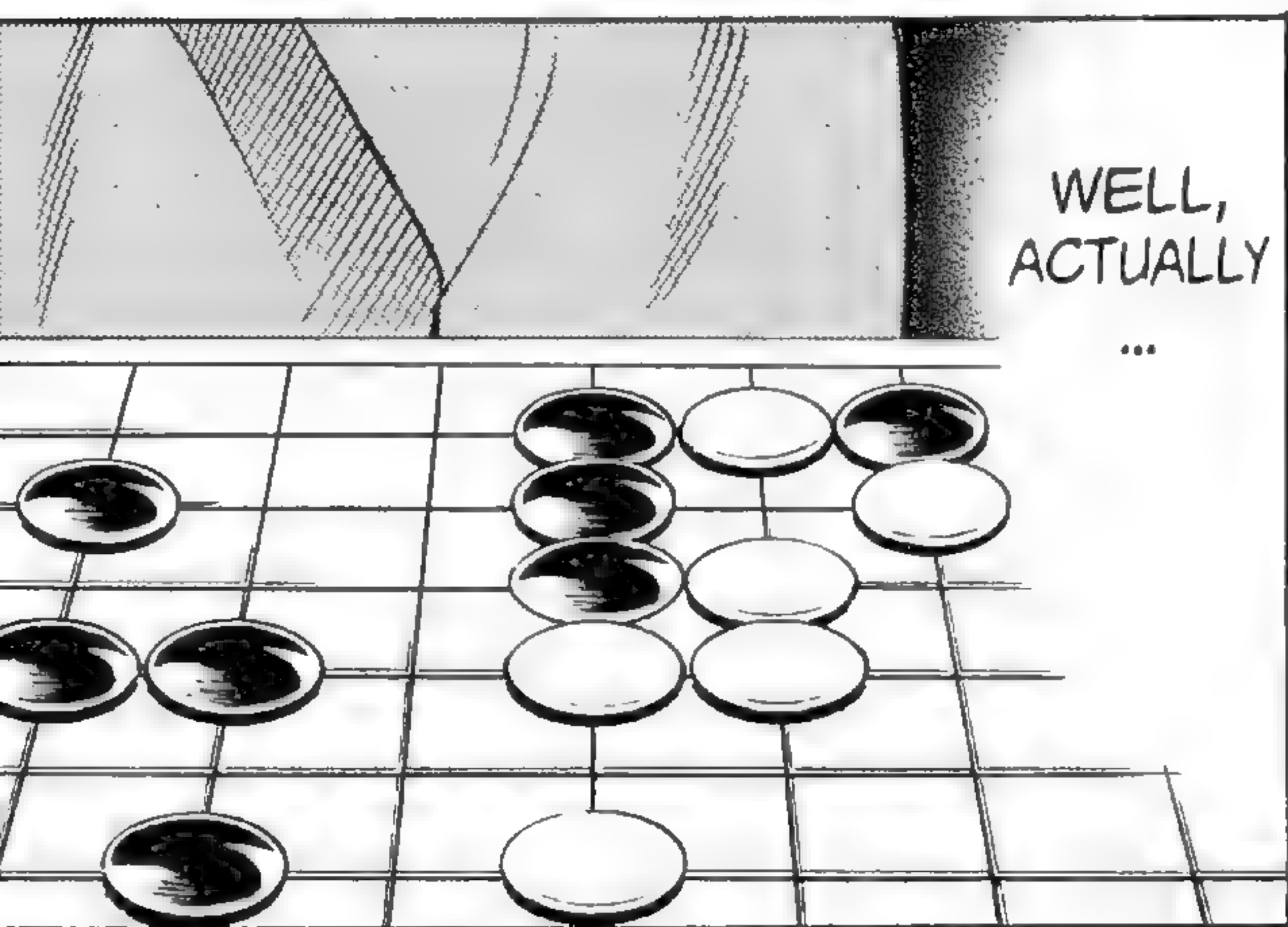
Game 73

"Sheer Luck"









WELL,
ACTUALLY
...



...IT
WOULD
HAVE
BEEN
TOUGH
FOR
HIM TO
BEAT
ME.



...NOTHING
UNUSUAL
ABOUT
OUR
GAME.

THERE
WAS...



TOYA WAS
PLAYING
FOUR
SIMULTA-
NEOUS
GAMES.
THERE'S NO
WAY HE
COULD HAVE
BEATEN ME
WITH THAT
HANDICAP.

I USUALLY
GET THREE
STONES IN
ONE-ON-ONE
GAMES WITH
PROS.



PULLING
OFF A
DRAW IS
INCREDIBLY
HARD, EVEN
AGAINST A
WEAKER
PLAYER.



IT WAS
SHEER
LUCK...



BUT TO
TIE THE
GAME ON
PURPOSE...

THAT'S
IMPOSSIBLE!
IT MUST
HAVE BEEN
A FLUKE.

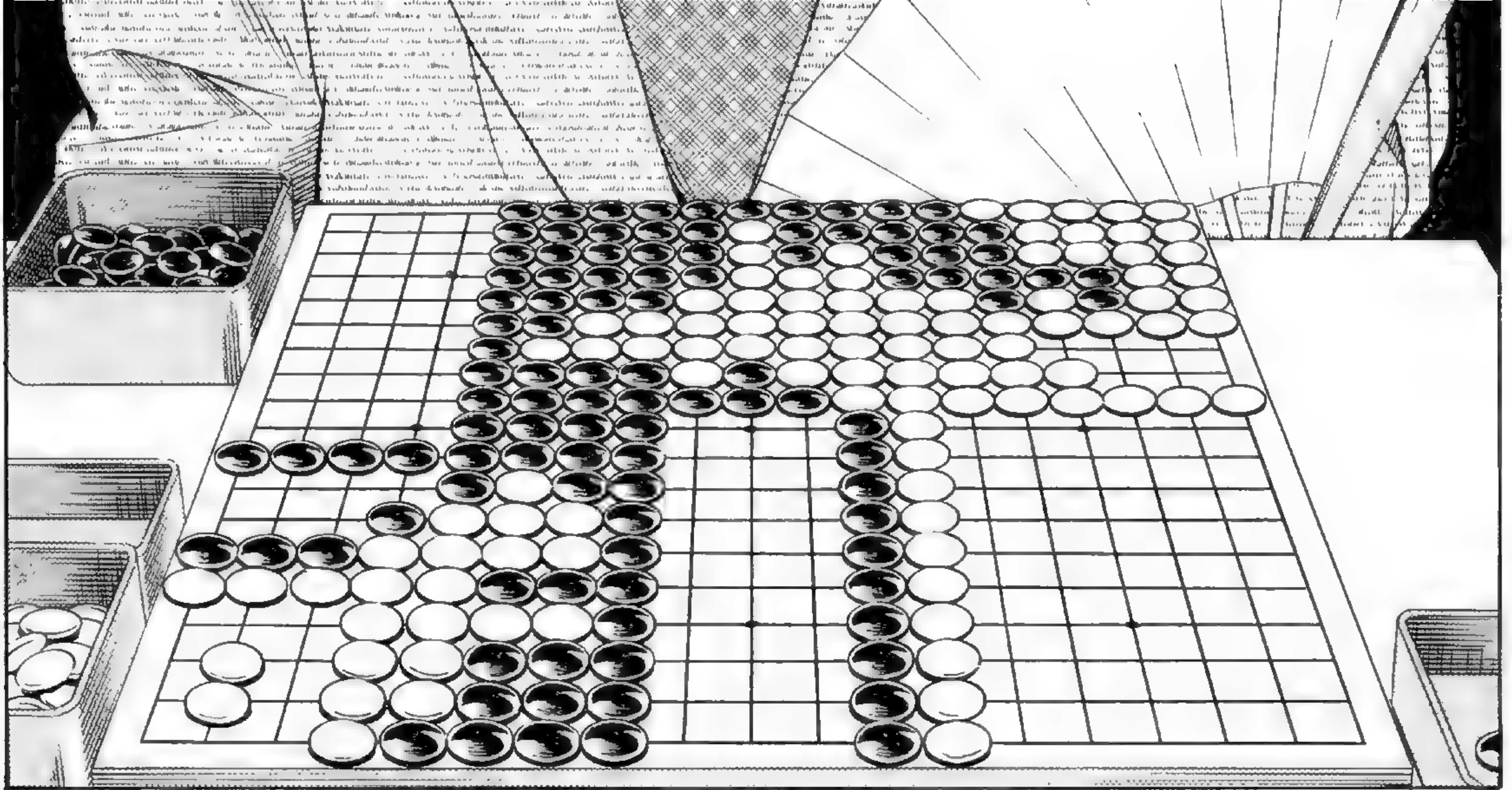


...THAT
THE GAMES
ENDED
THAT WAY.

KLAK









I CAN PLAY AT
THE SAME LEVEL
AS A PRO WITH A
THREE-STONE
HANDICAP!



I JUST
MEANT
THAT
DRAWS
ARE
UNUSUAL
...

YOU CAN
HARDLY SAY
WE'RE ON
THE SAME
LEVEL! YOU
HAD SIX
STONES
AND I HAD
THREE!



OH, WHO
CARES
ANYWAY?

YOU'RE
RIGHT,
THEY ARE.
TWO AT
THE SAME
TIME IS
EVEN
MORE
...



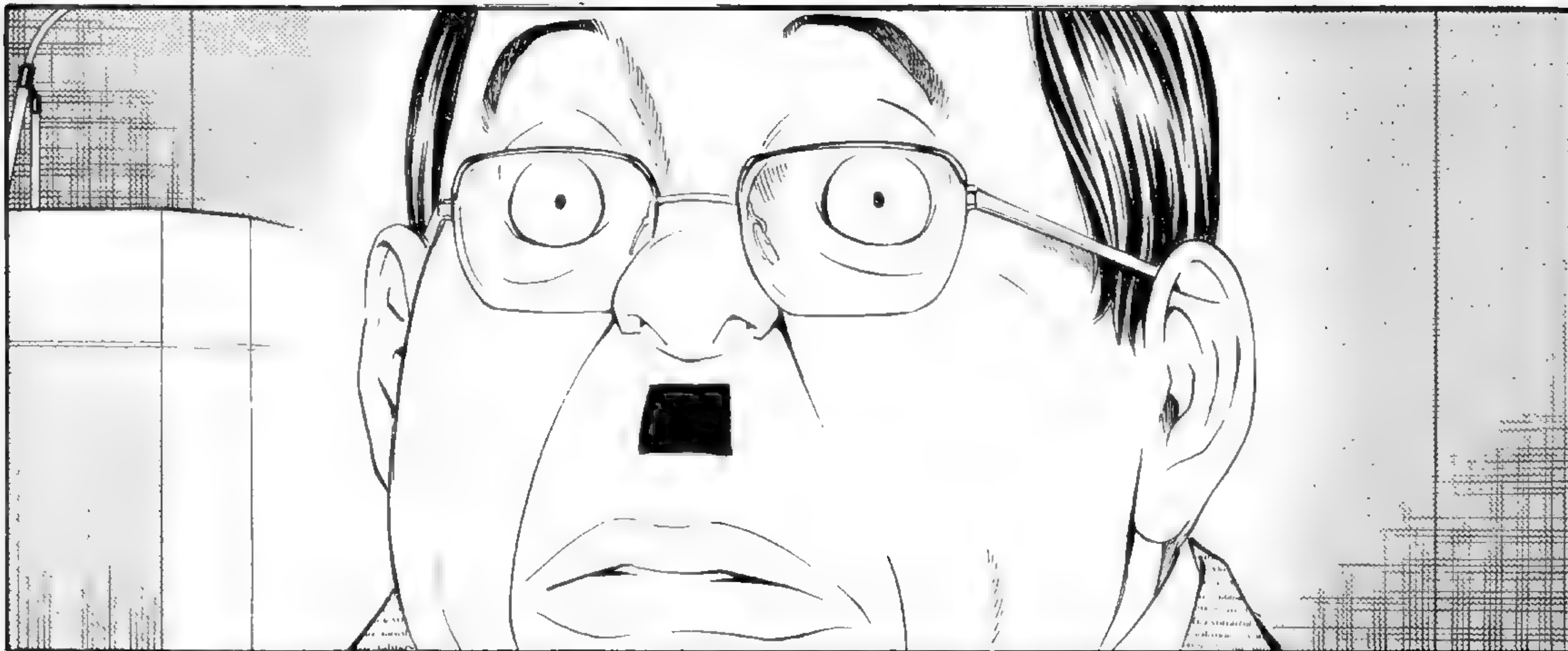
HOW
DID YOU
DO?

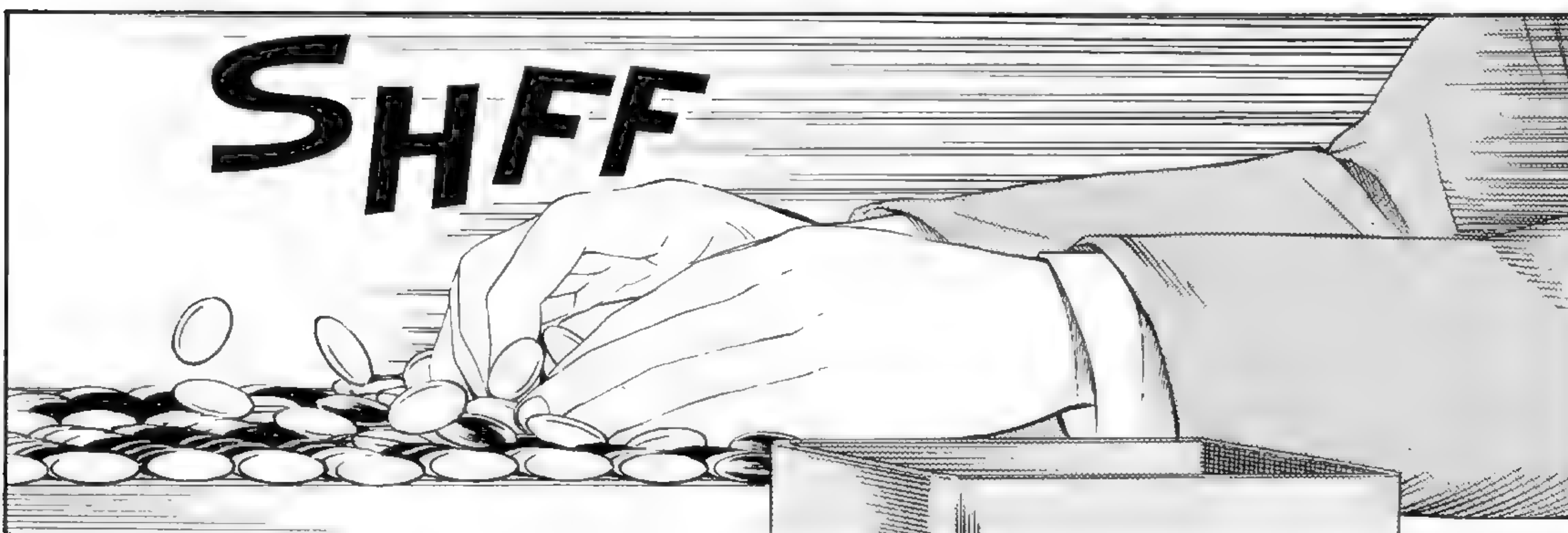
SO
YOU HAD
THREE
STONES,
TOO.



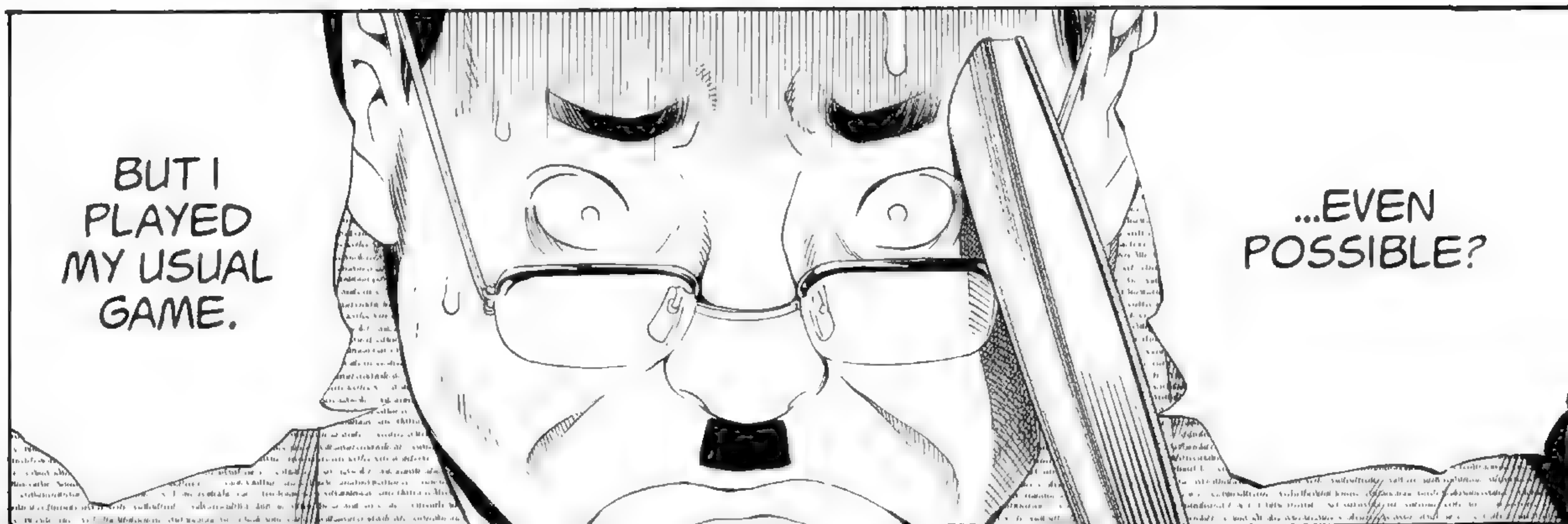
IT WAS
A TIE.

.....







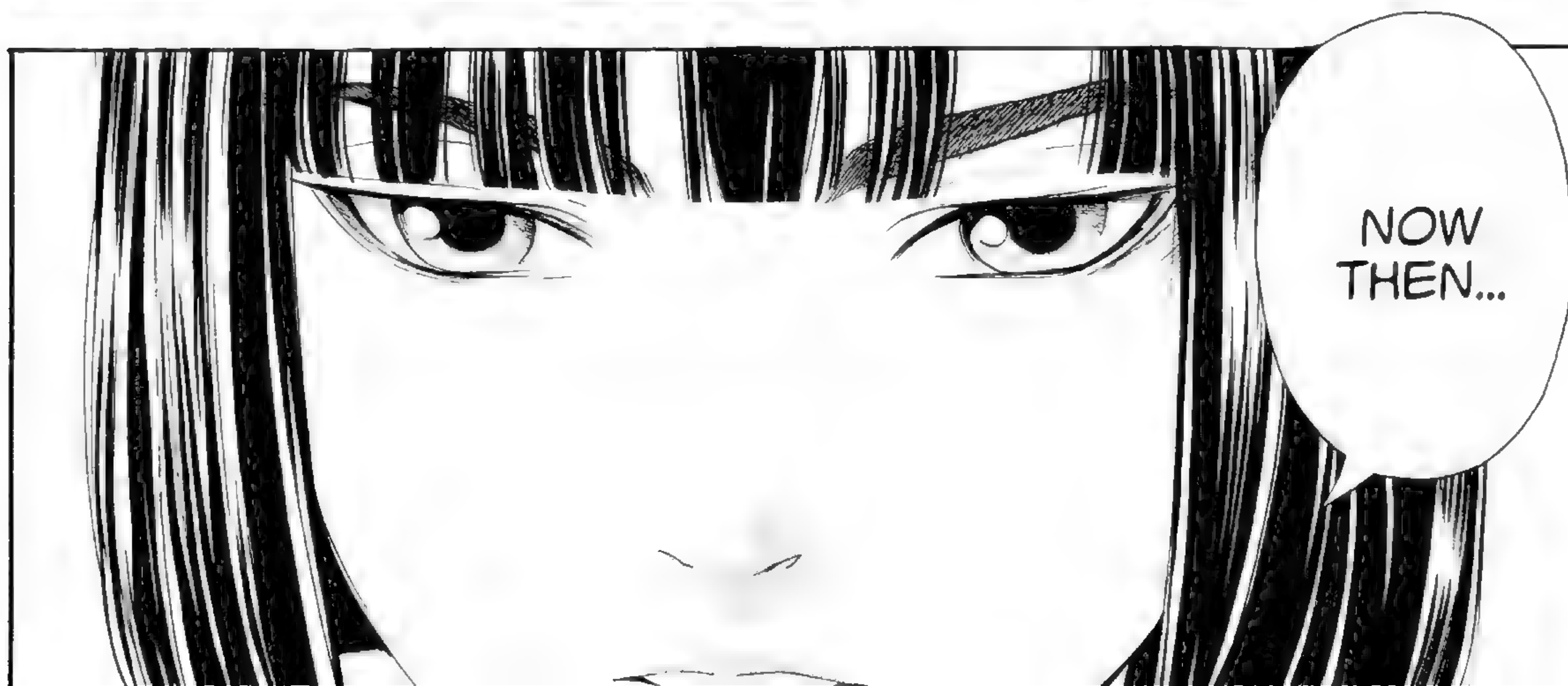


BUT I
PLAYED
MY USUAL
GAME.

...EVEN
POSSIBLE?

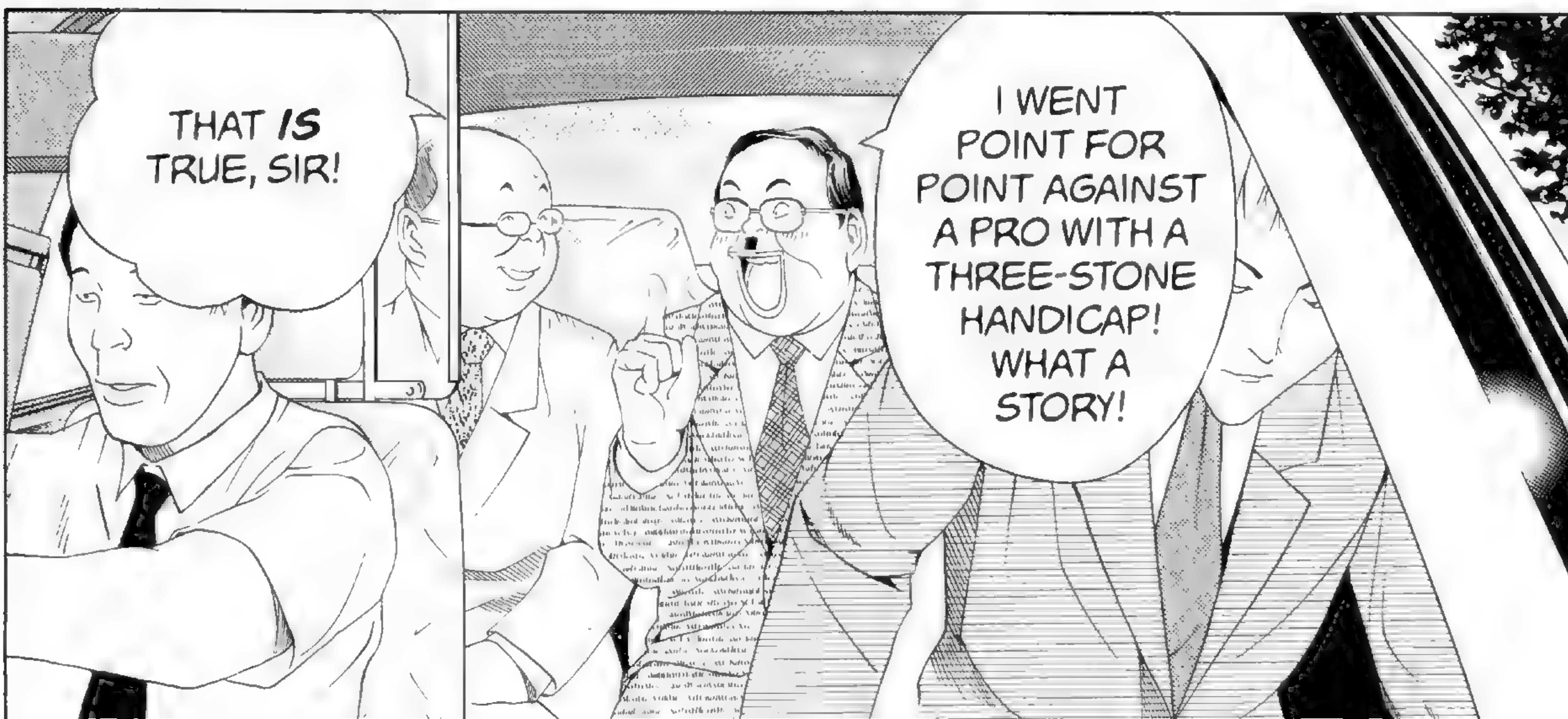
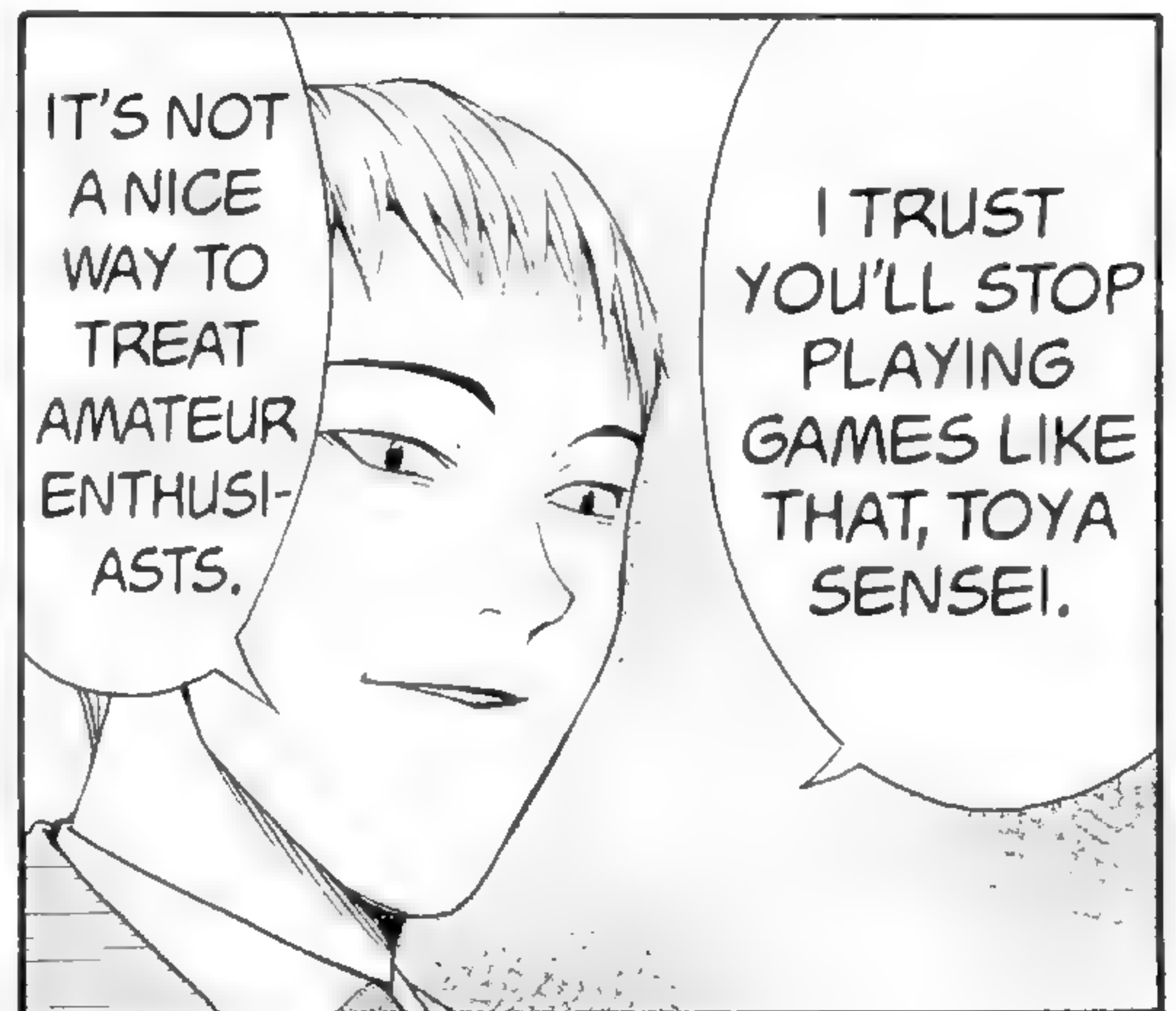
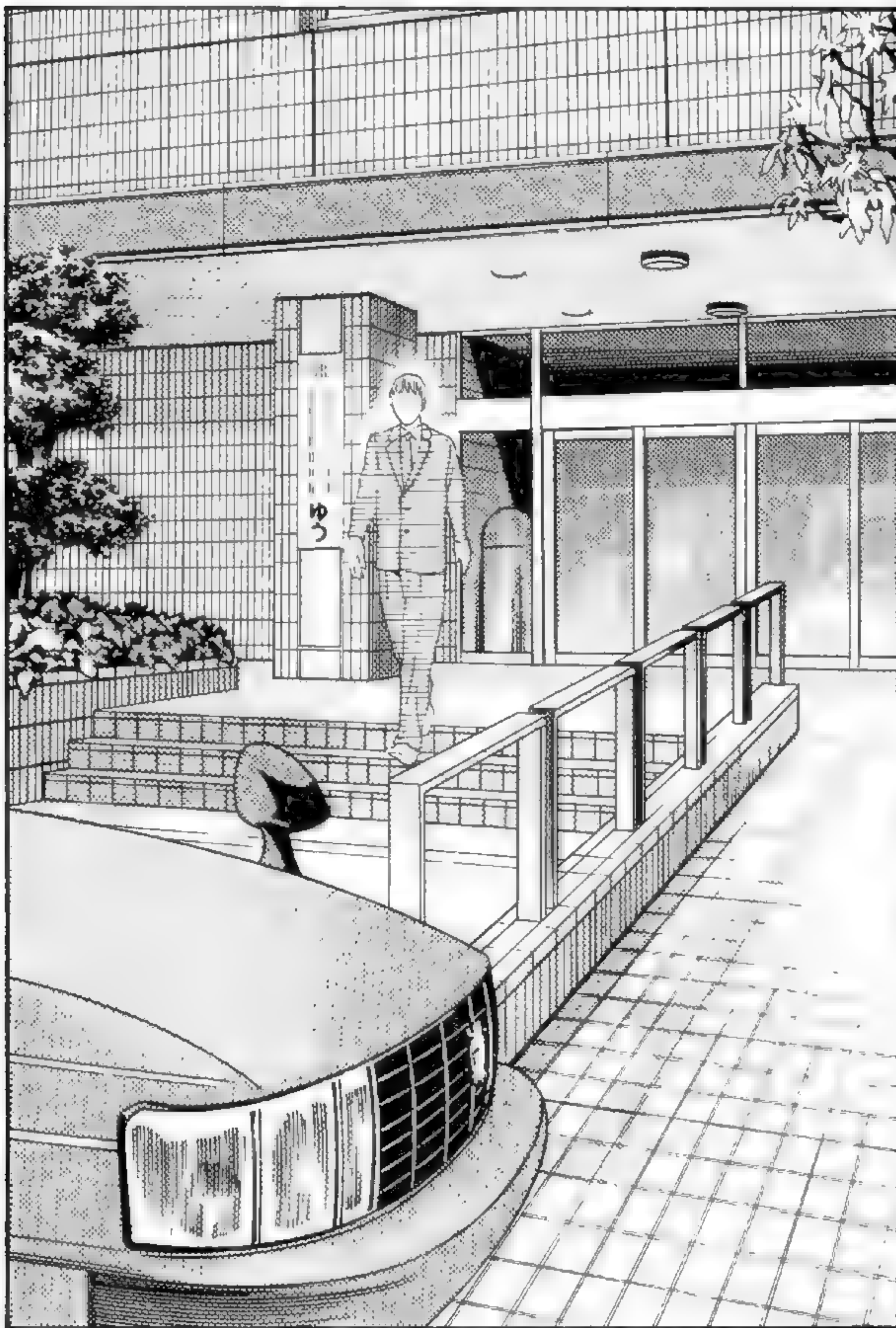


SHALL
WE GO
OVER THE
GAME
FROM
THE
START?

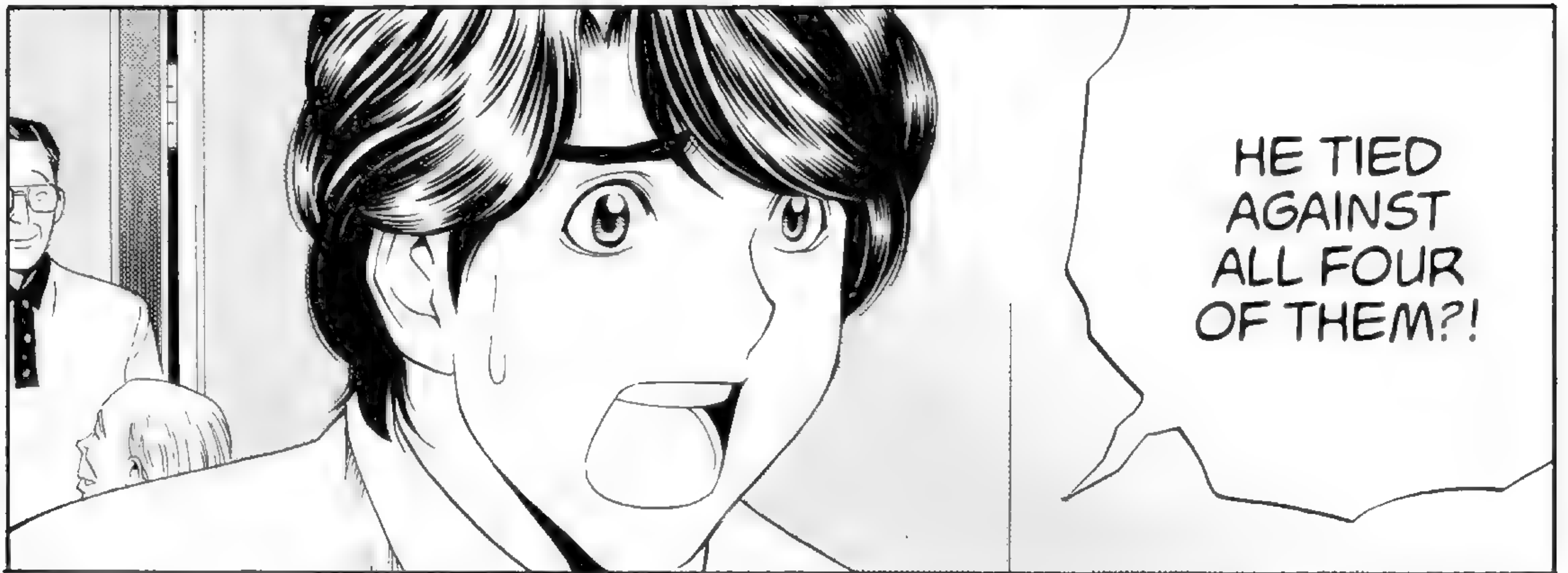


NOW
THEN...

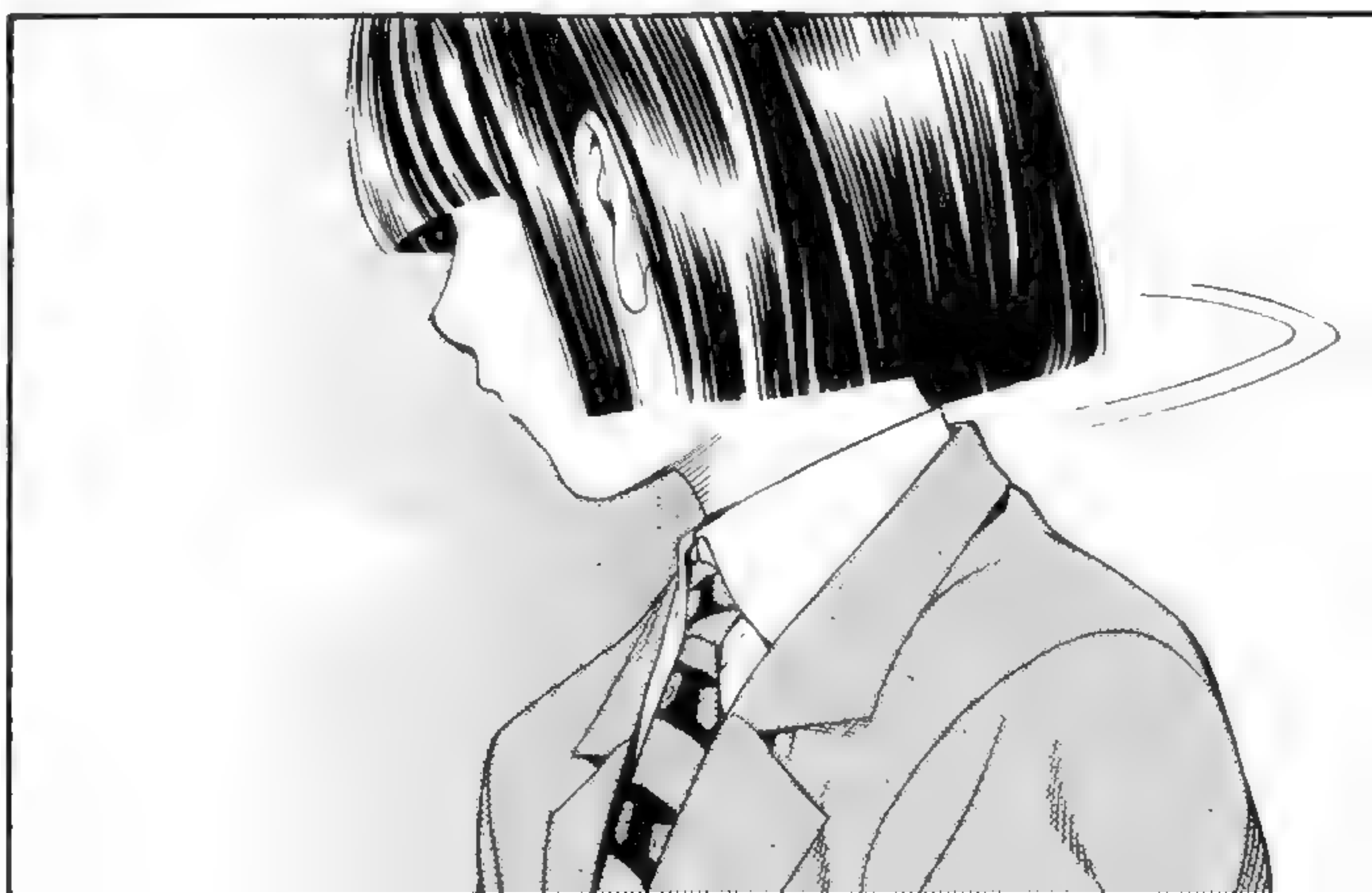
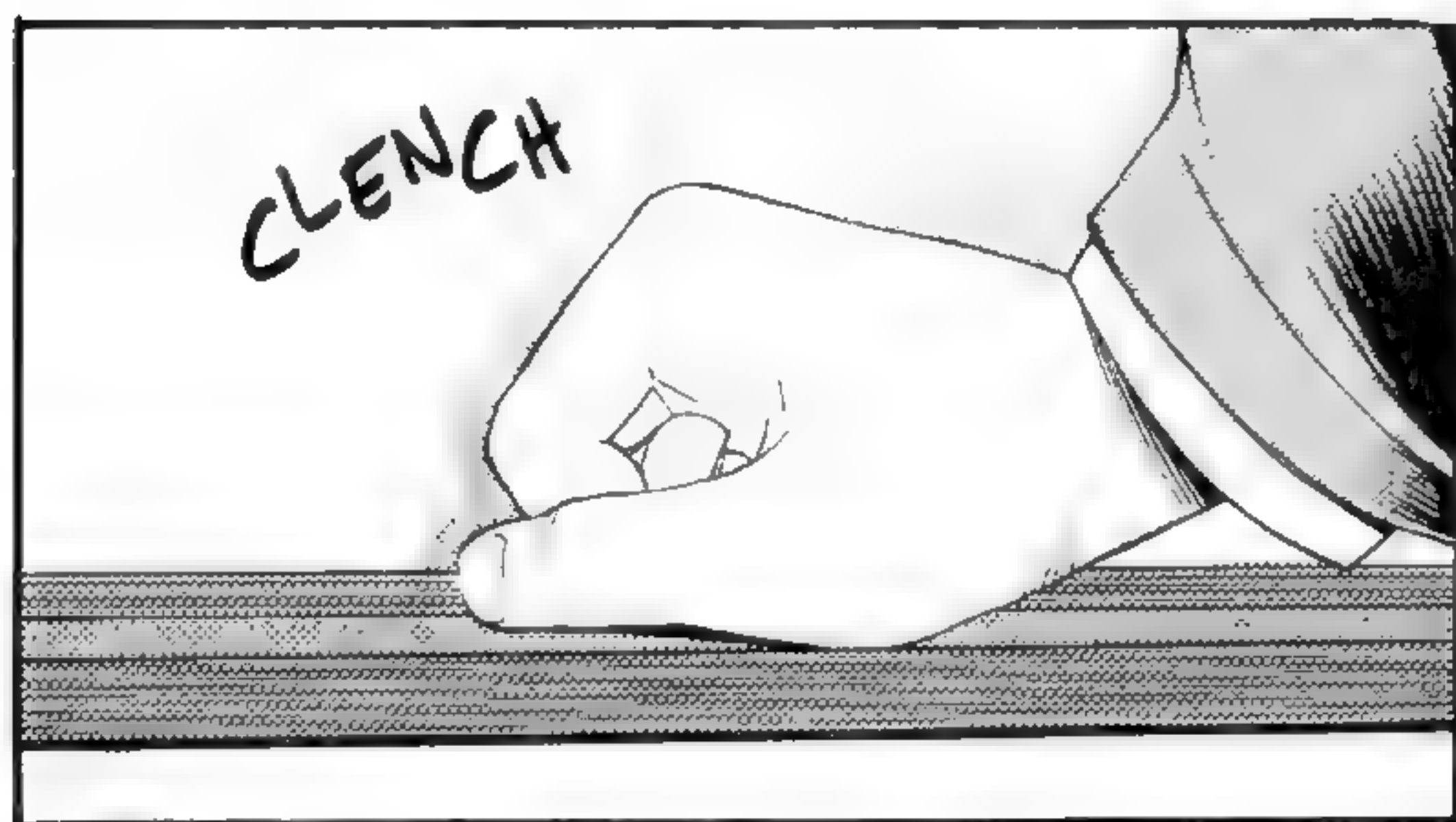


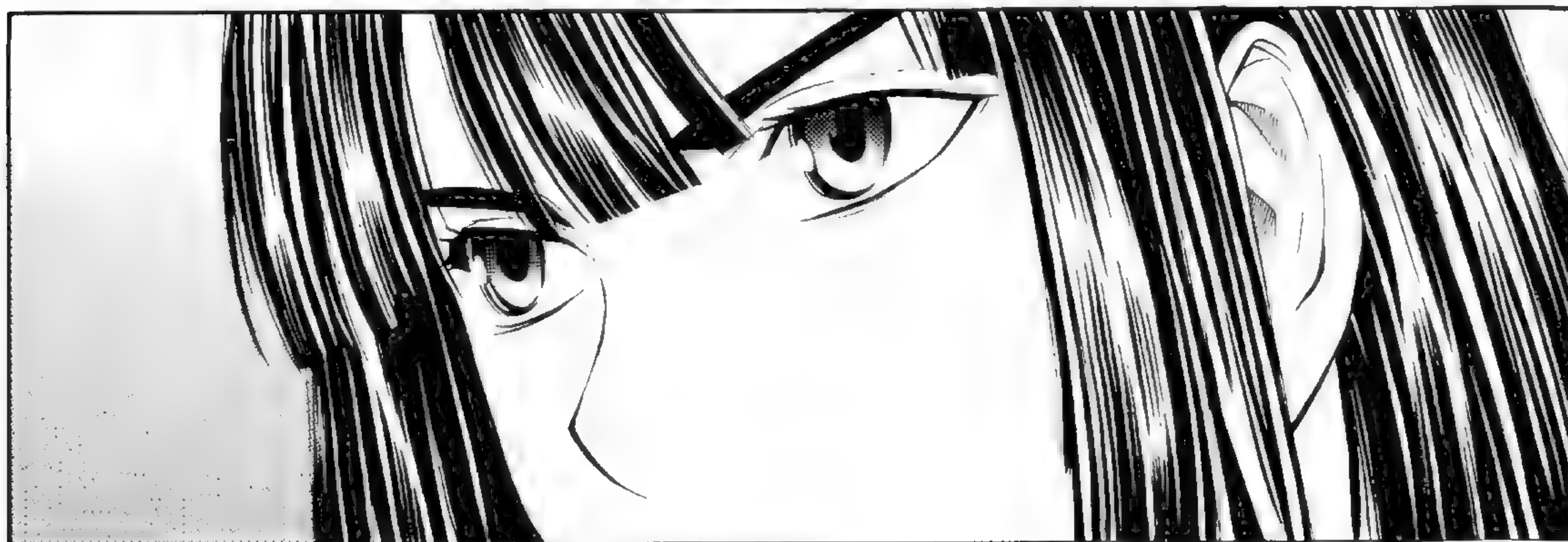
















A WORD ABOUT HIKARU NO GO

THE JAPAN GO ASSOCIATION STORE



THE ABOVE PANELS SHOW KADOWAKI, A FORMER HIGH SCHOOL TRIPLE-CROWN CHAMPION, BUYING A FOLDING FAN.

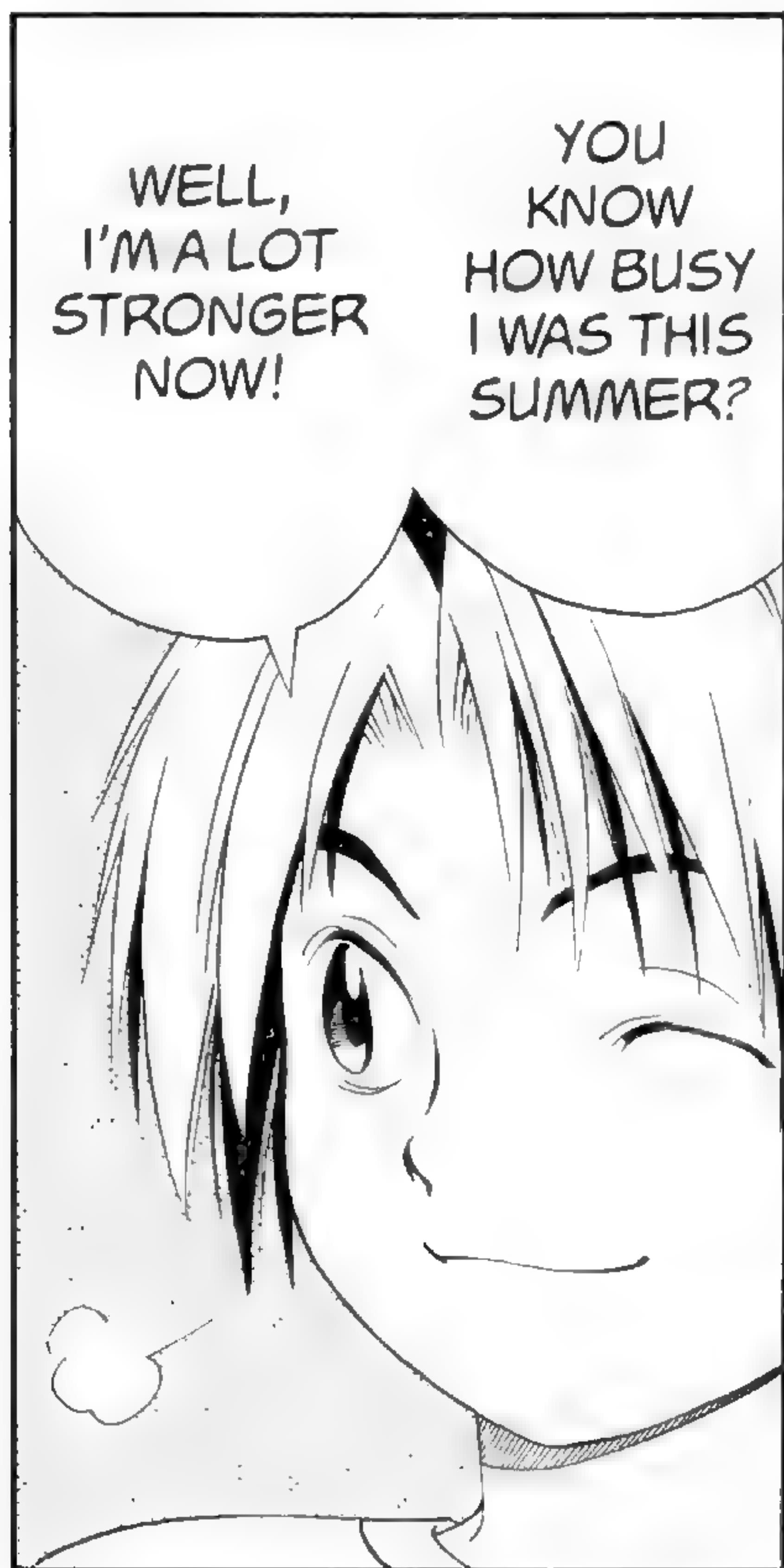
ZAMA OZA ALSO BOUGHT A FOLDING FAN HERE IN GAME 47, AND WAYA ALWAYS BUYS HIS COPY OF GO WEEKLY IN THIS STORE.

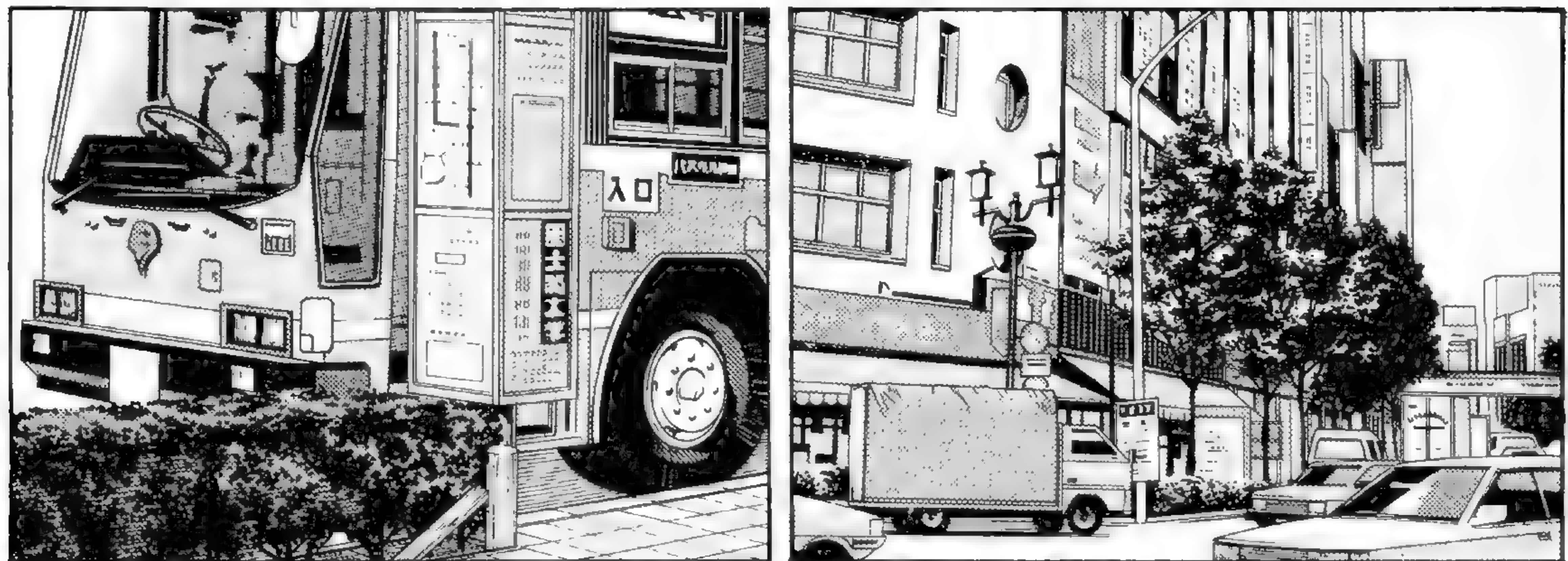
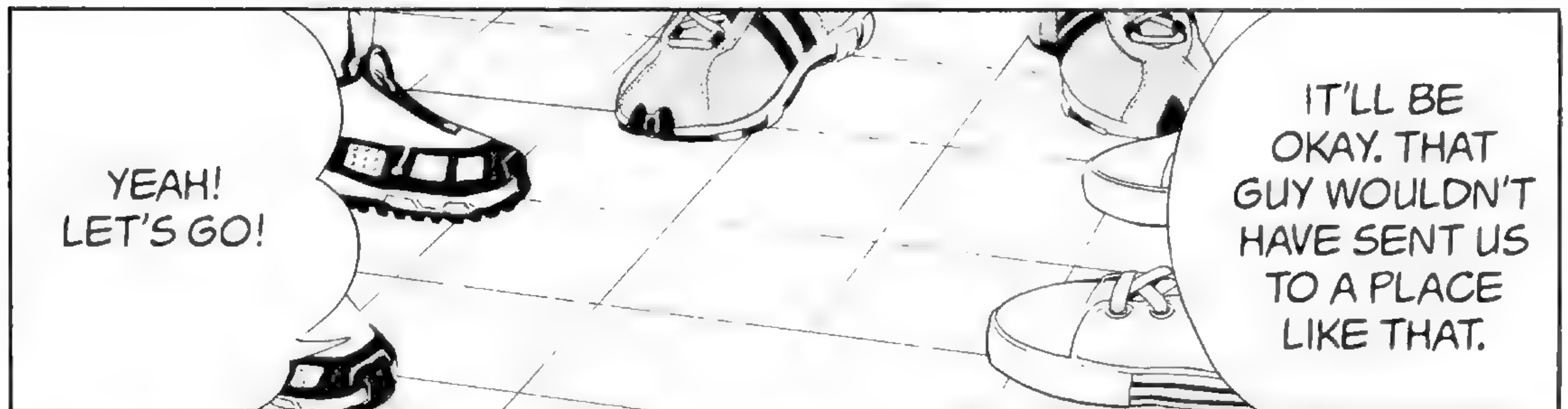
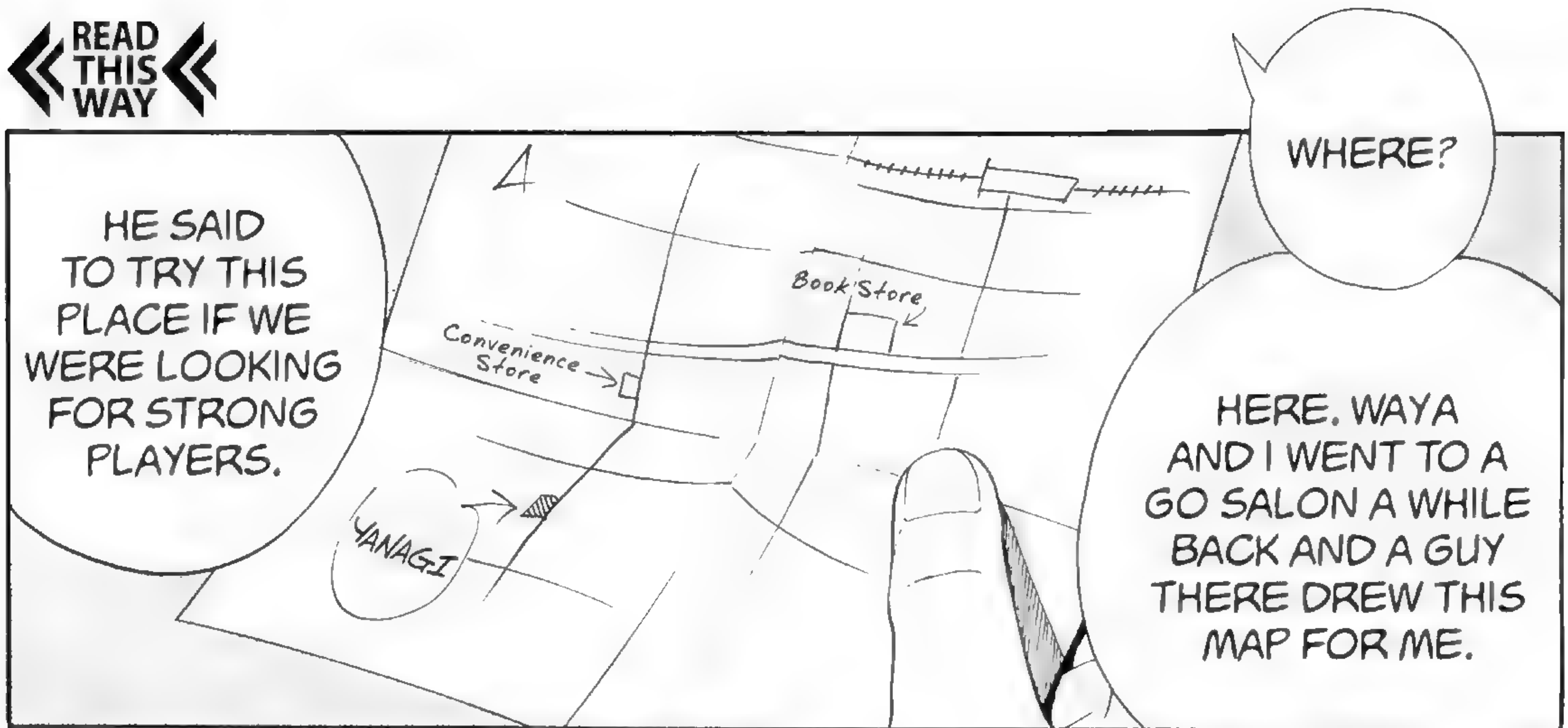
YUMI HOTTA BOUGHT A GAME CLOCK HERE, TOO.

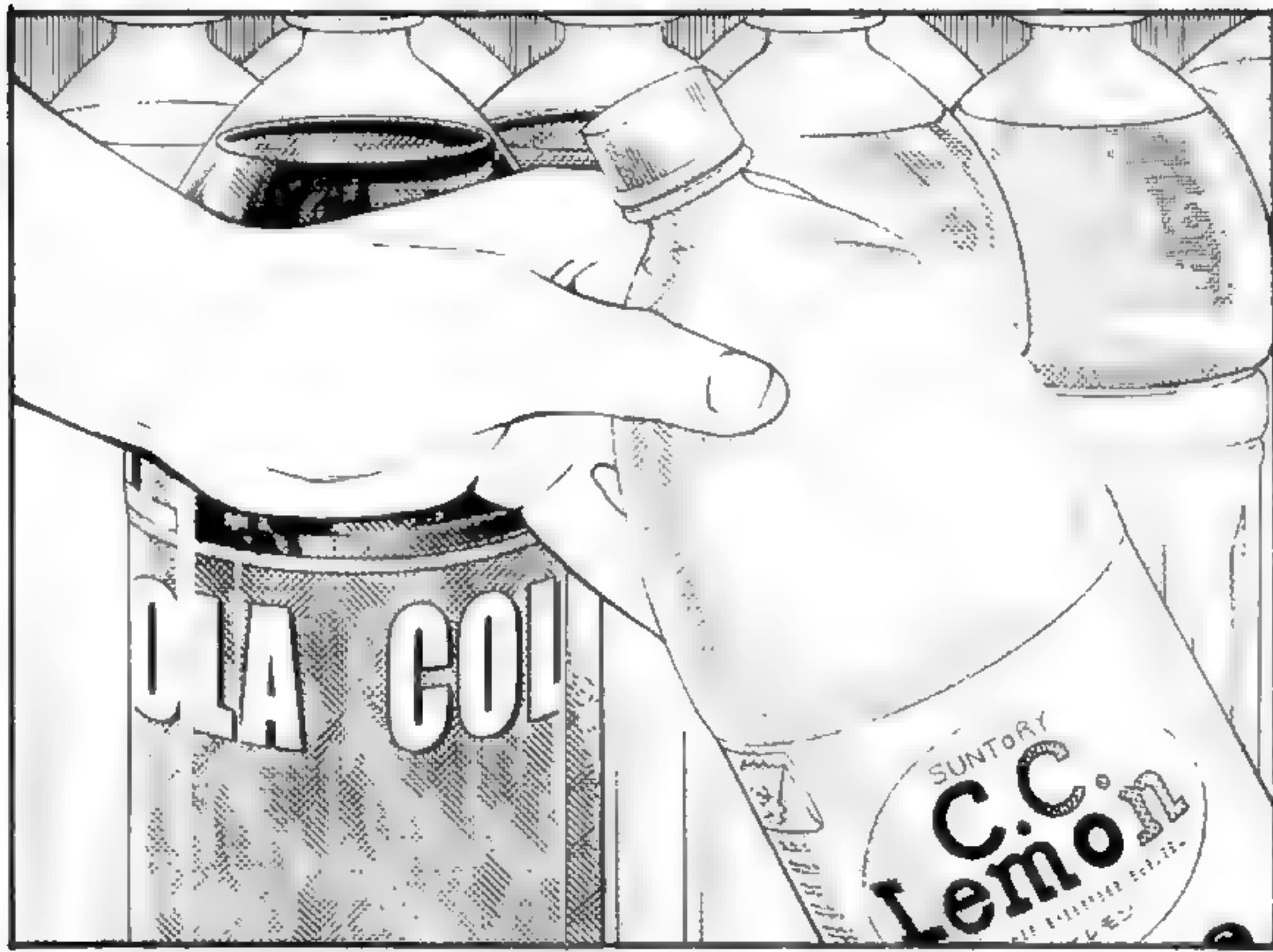


Game 74 "Suyong Hong"

YOU
TIED FOUR
SIMULTANEOUS
GAMES?



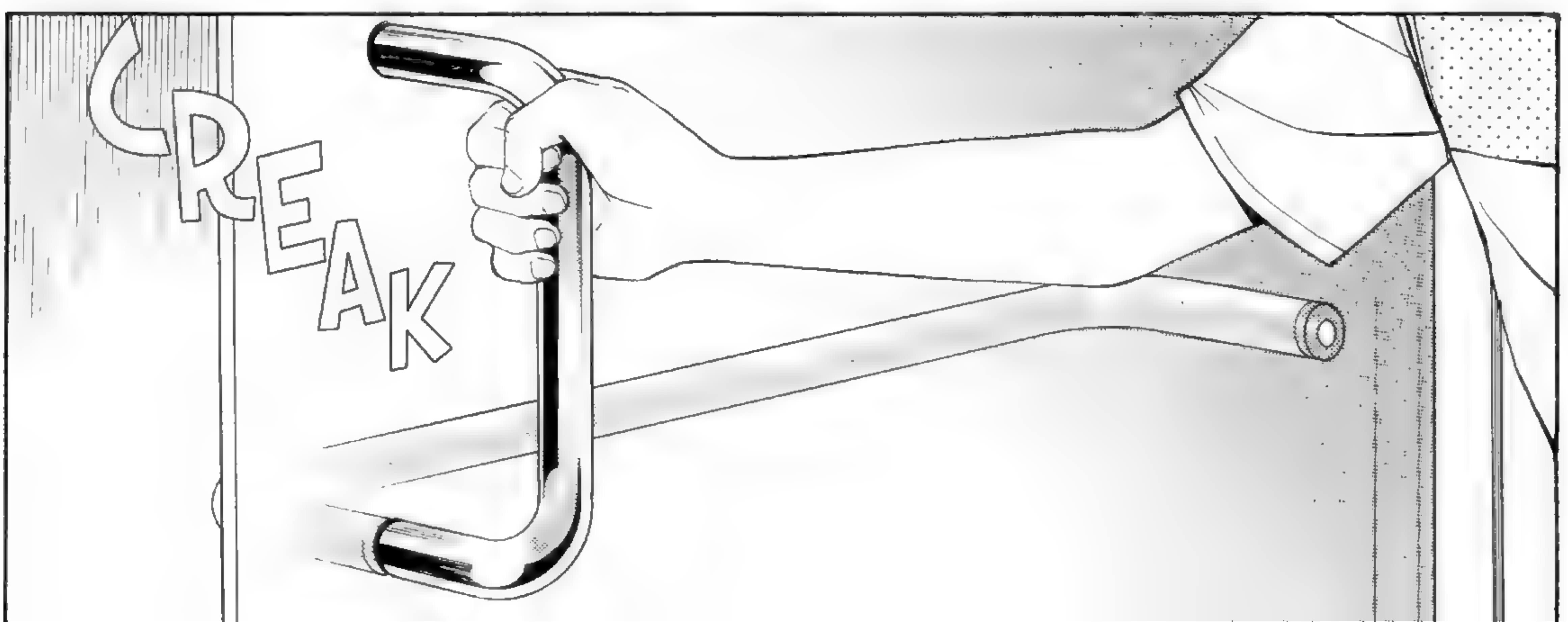




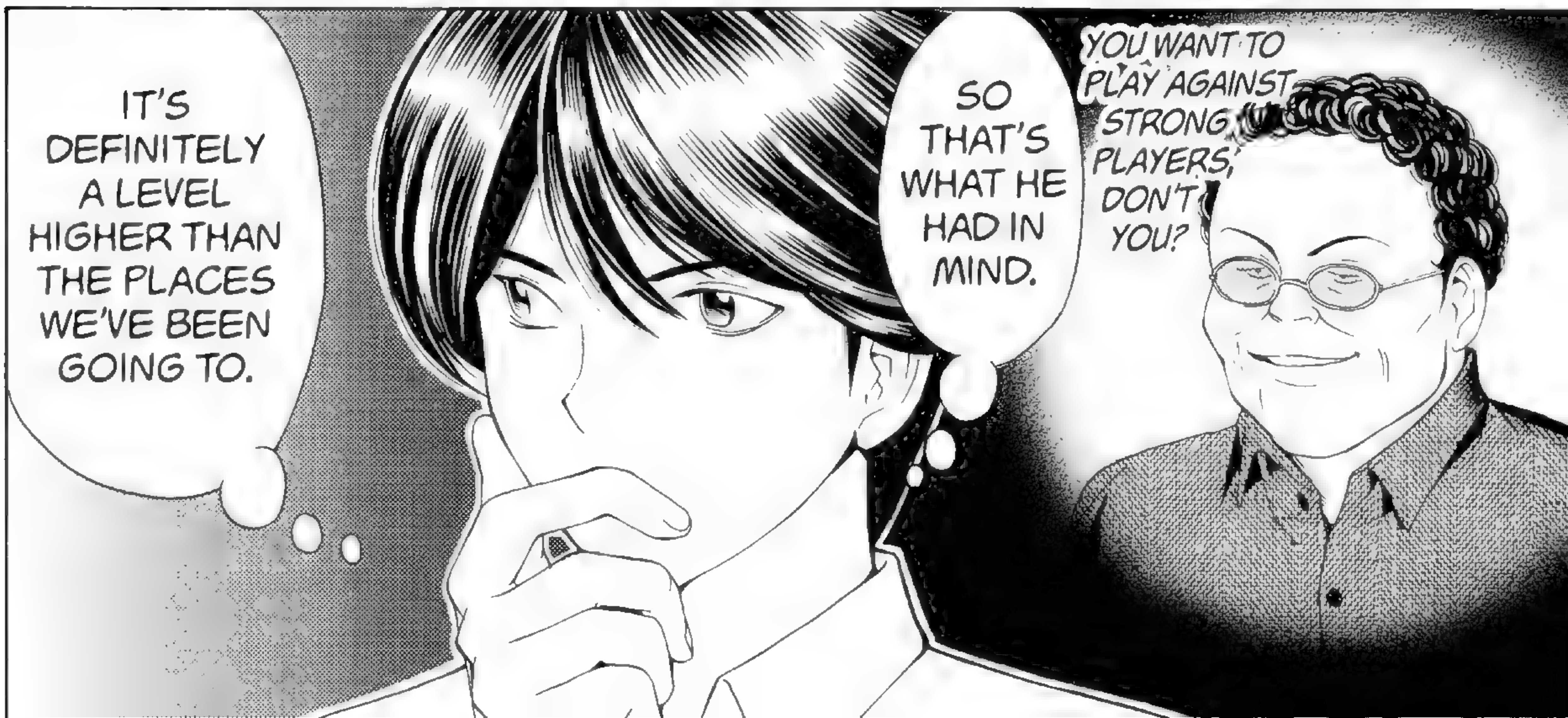




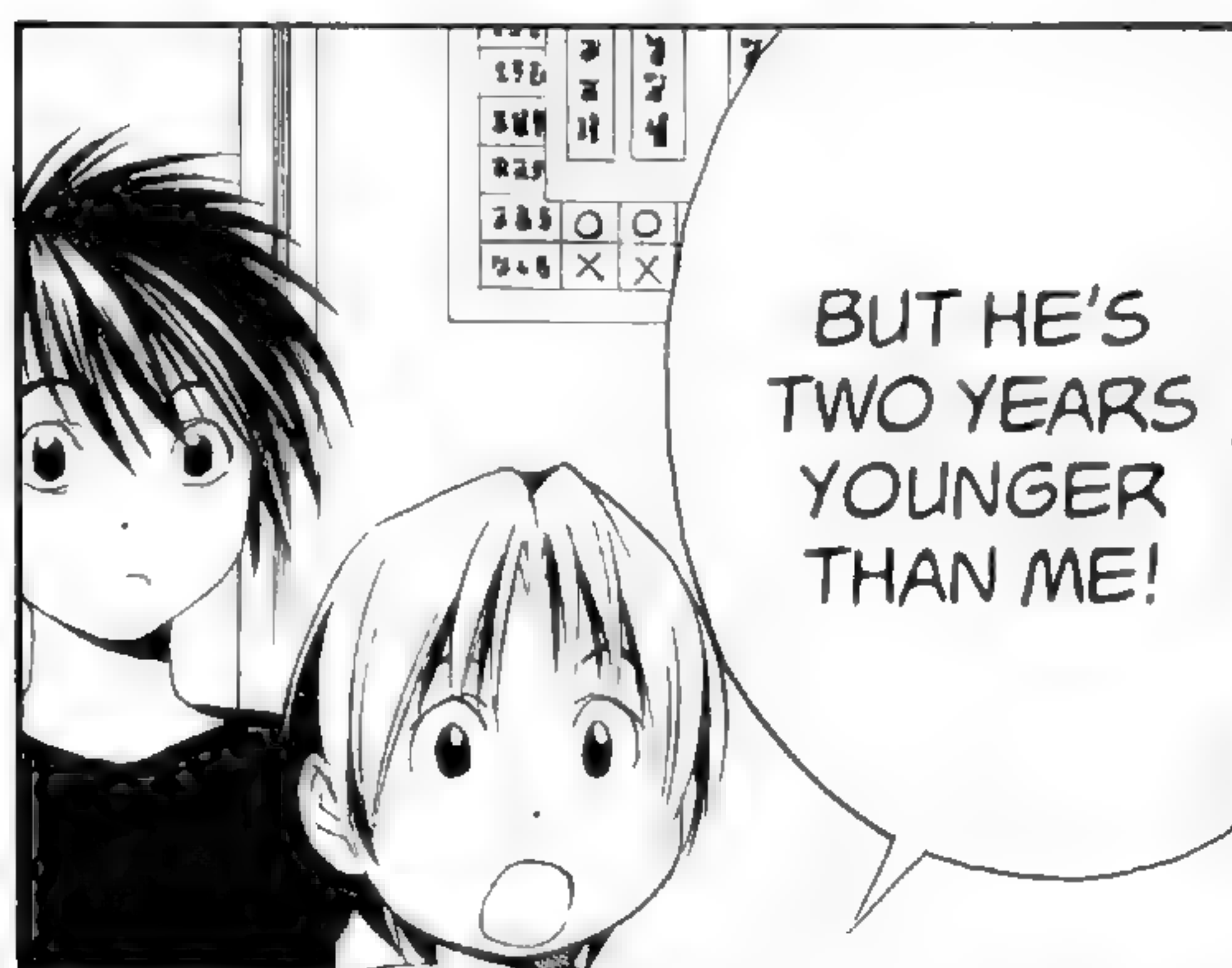












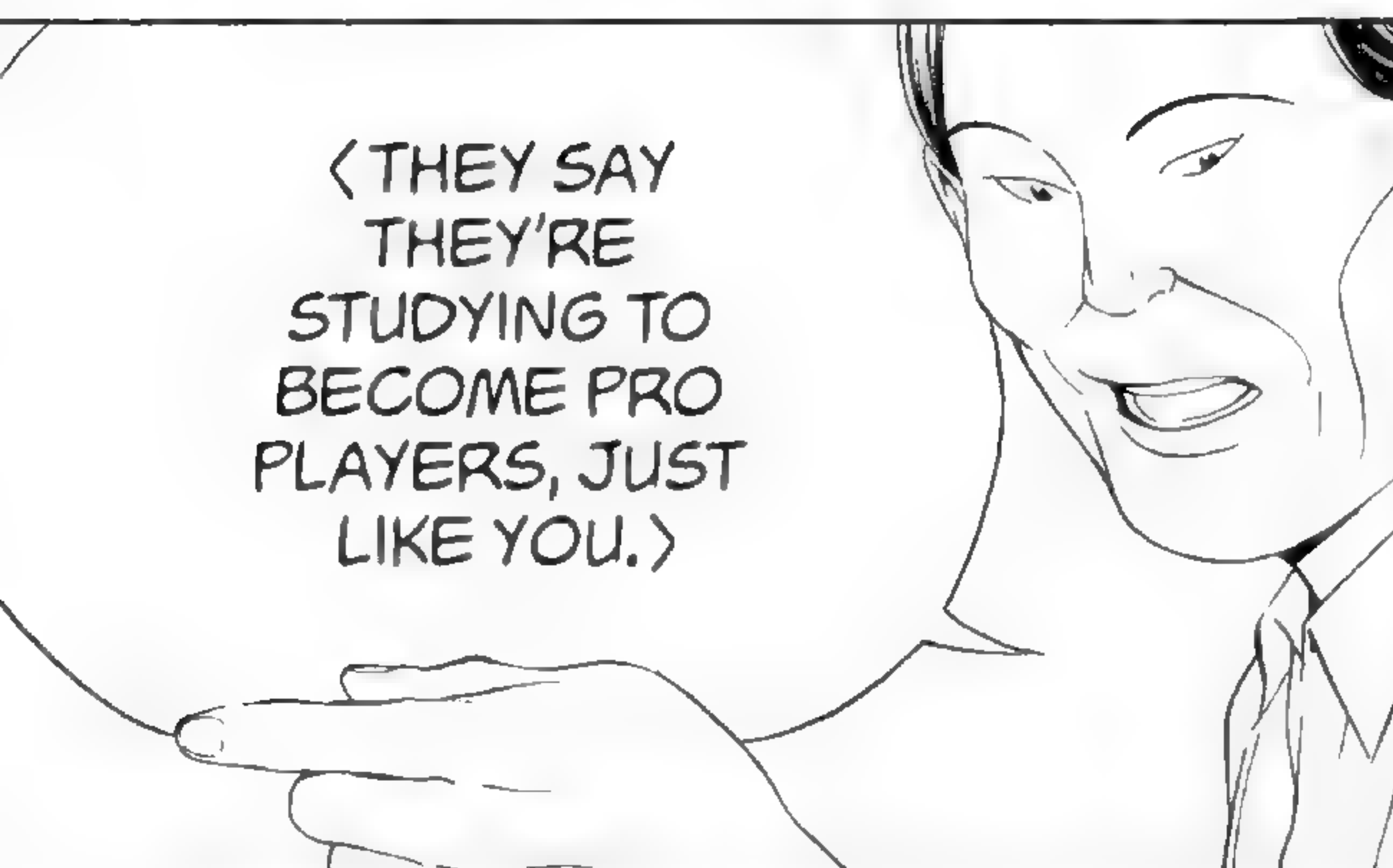


W-WE'RE
INSEI,
TOO!

WHAT?! IN
KOREA?
YOU MEAN
HE'S AN
INSEI
FROM THE
KOREAN
GO ASSO-
CIATION?



<UNCLE?>



<THEY SAY
THEY'RE
STUDYING TO
BECOME PRO
PLAYERS, JUST
LIKE YOU.>



IN KOREA
THEY'RE CALLED
YEONGUSENG. SO
ARE YOU GUYS
THE SAME
THING?!

"YEON-
GUSENG"?

?

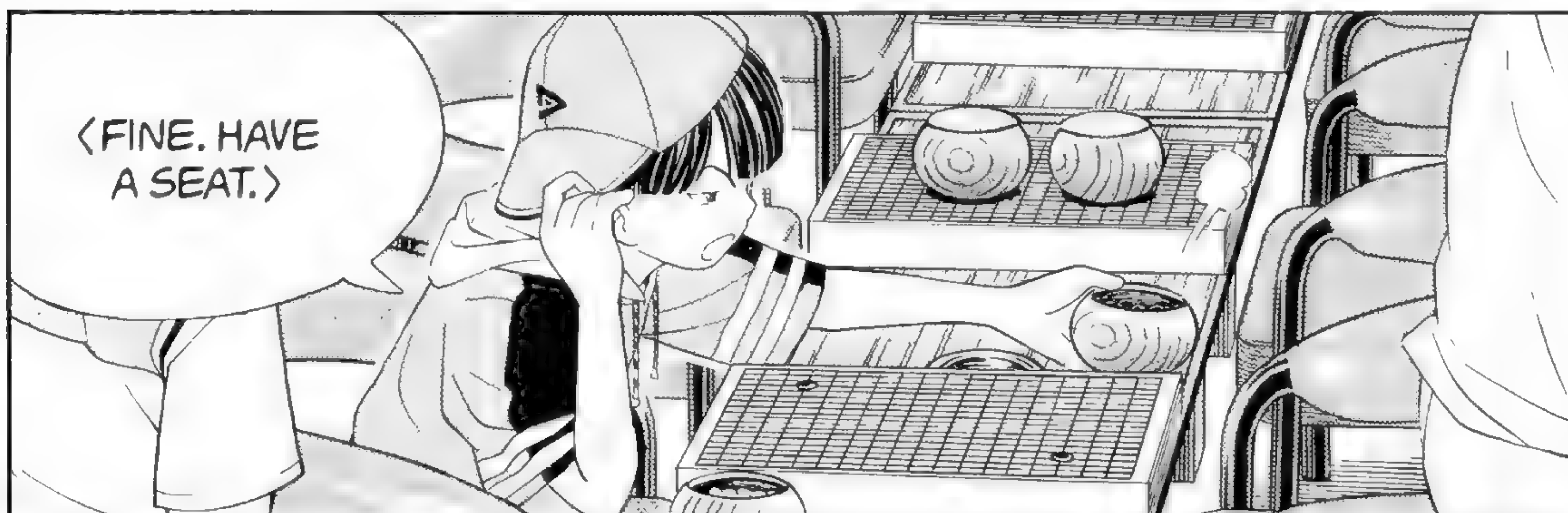
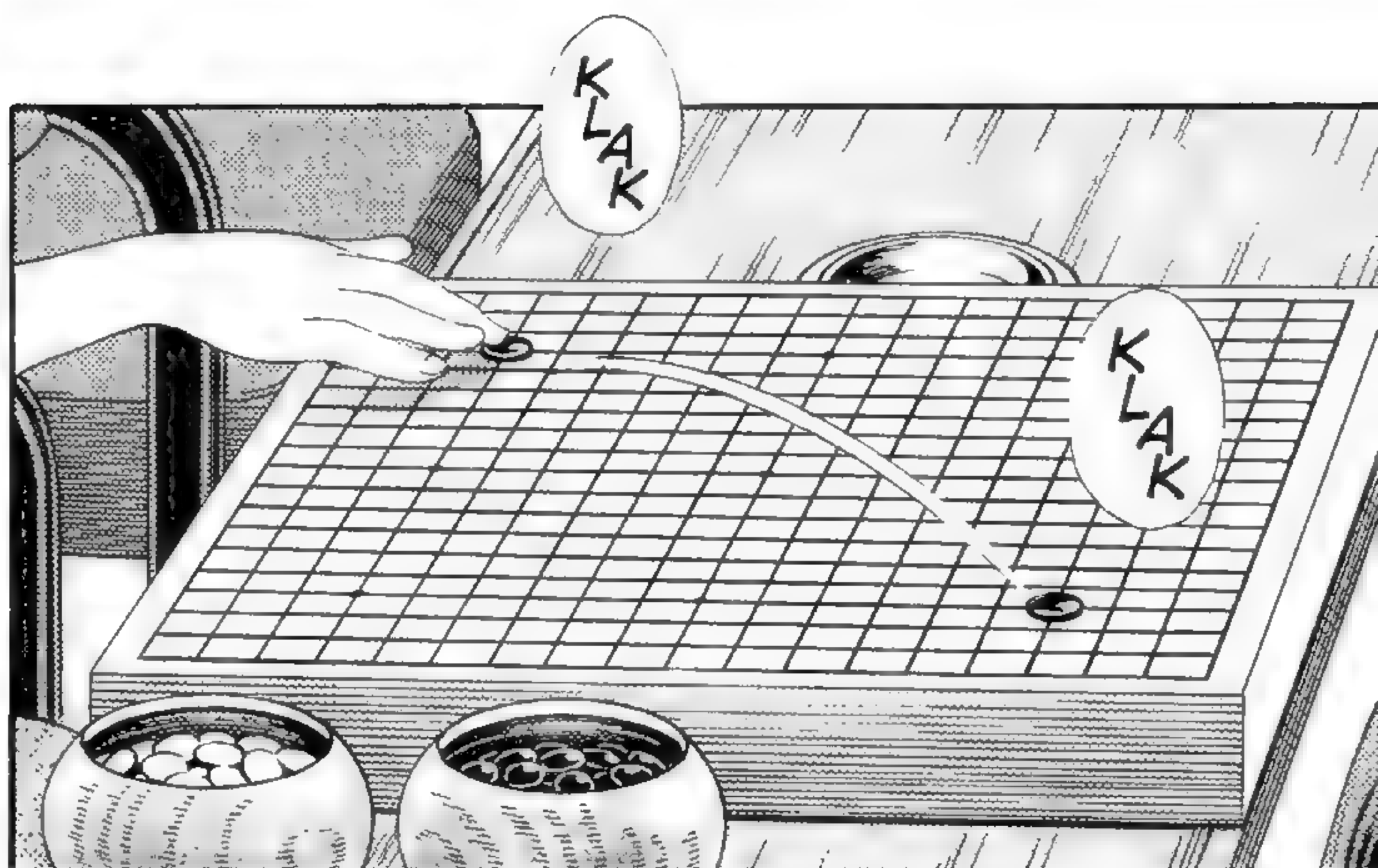


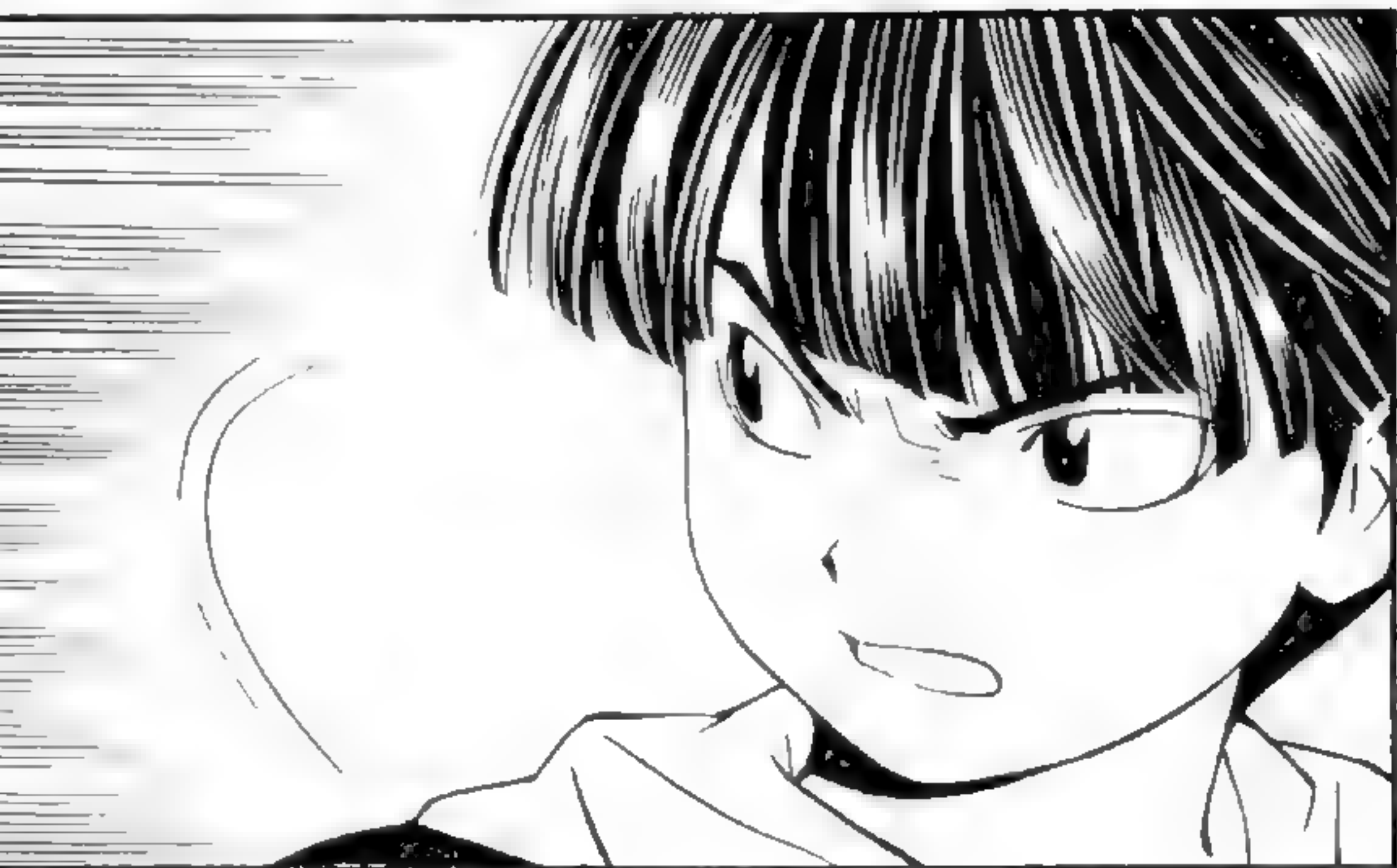














〈YOU'RE NOTHING TO ME.〉

〈THE COMPETITION AMONG GO STUDENTS IN KOREA IS INTENSE, AND I'M IN THE UPPER RANKS.〉



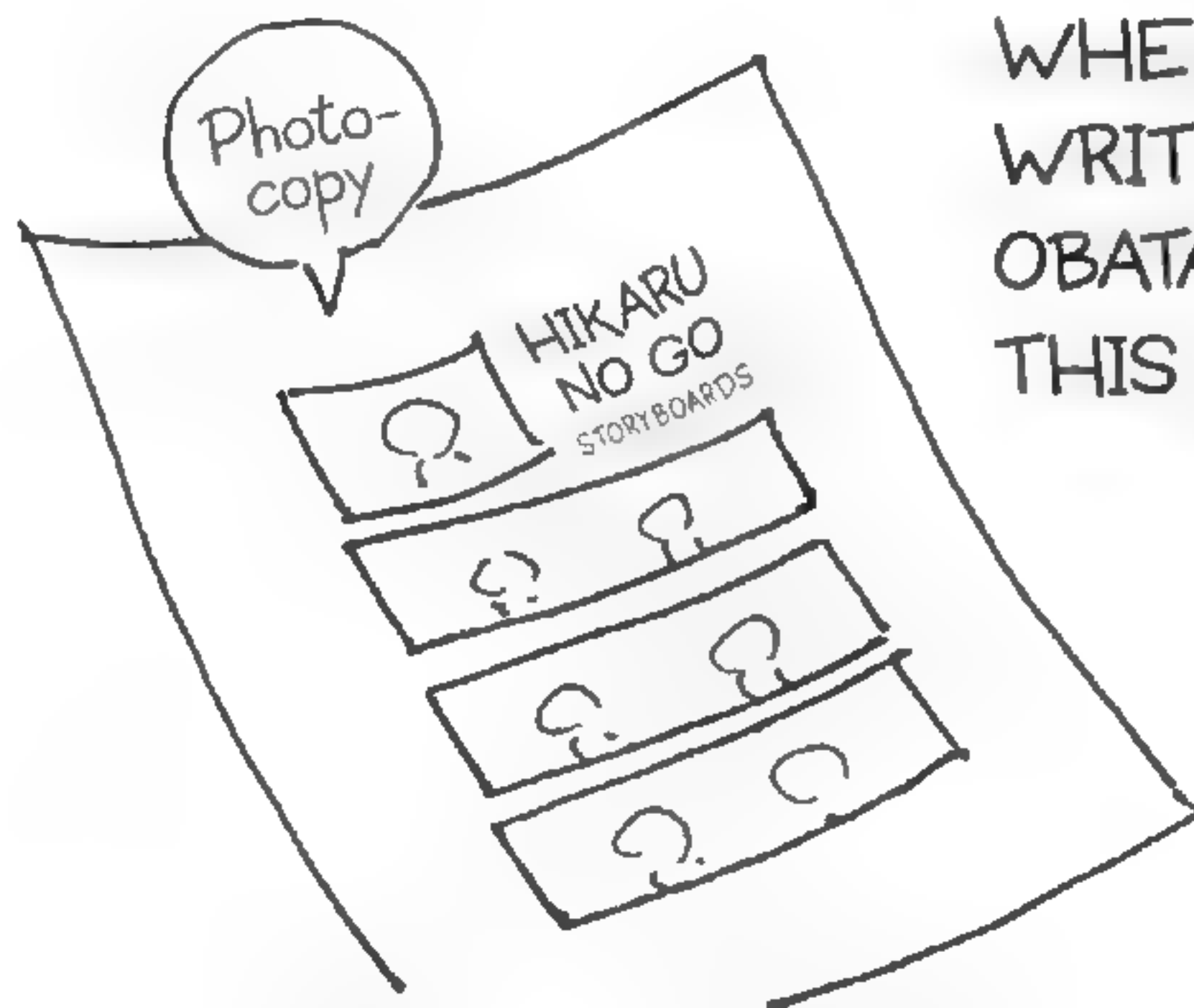
〈IT'S A JAPANESE INSEI AND A KOREAN GO STUDENT!〉

〈WHO'S PLAYING?〉





...I ALWAYS GET
HIS PERMIS-
SION AHEAD
OF TIME.



WHENEVER I
WRITE ABOUT
OBATA SENSEI IN
THIS SECTION...

HIKARU NO GO STORYBOARDS

(23)

YUMI
HOTTA



Anything?
Really?



THAT'S WHAT
HE TOLD ME.
HMM...



Go ahead and
write anything you
want about me.

BUT THE
OTHER
DAY...

WELL, WOULD IT BE OKAY TO SAY THAT DRAWINGS
BY OBATA SENSEI'S FRIENDS SHO-U TAJIMA AND
HIROYUKI ASADA APPEAR
IN HIKARU NO GO IN
THE LEAST LIKELY
PLACES?



GUESS I'LL
HAVE TO
CENSOR
MYSELF.



AND AT THE SHOGAKU-
KAN MANGA AWARDS
CEREMONY, OBATA SENSEI
WAS... AND HE... AND
THEN HE KEPT... BUT I
PROBABLY SHOULDN'T
SAY ANY OF THAT.



Game 75 "There Can Be Only One"



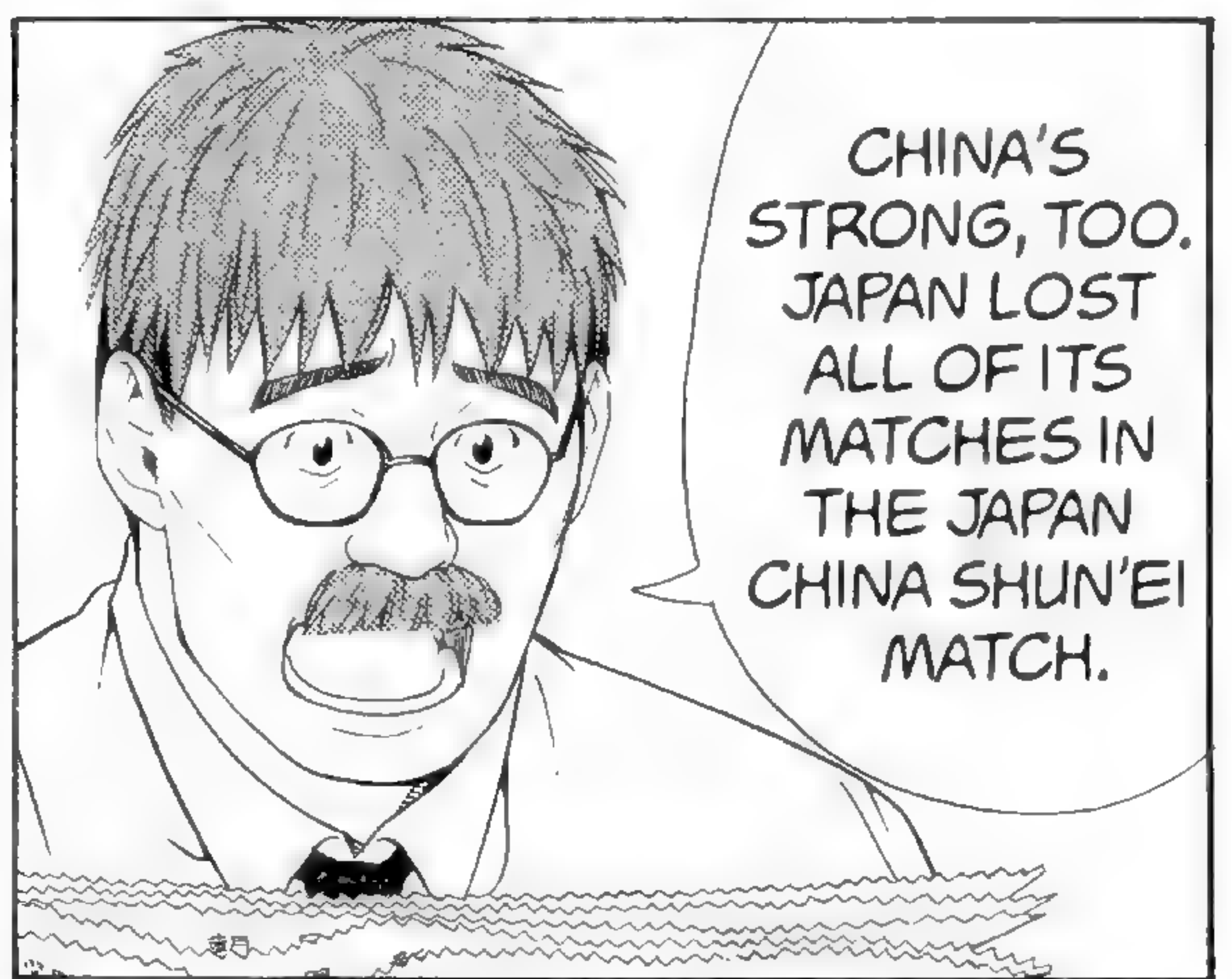
ARE YOU
TALKING ABOUT
THE JAPAN KOREA
NEW STARS
TOURNAMENT?
JAPAN MADE A
PRETTY POOR
SHOWING.

KOREA
SEEMS
STRONGER
THAN EVER.



AND THEN
THERE WAS THE
SANSEI CUP.
EVERYONE THOUGHT
KAJI SENSEI HAD IT
IN THE BAG, BUT
THEN KOREA MADE
A HUGE
COMEBACK.

BUT JAPAN
DIDN'T MAKE
IT TO THE
FINALS IN
THE LG
CUP.

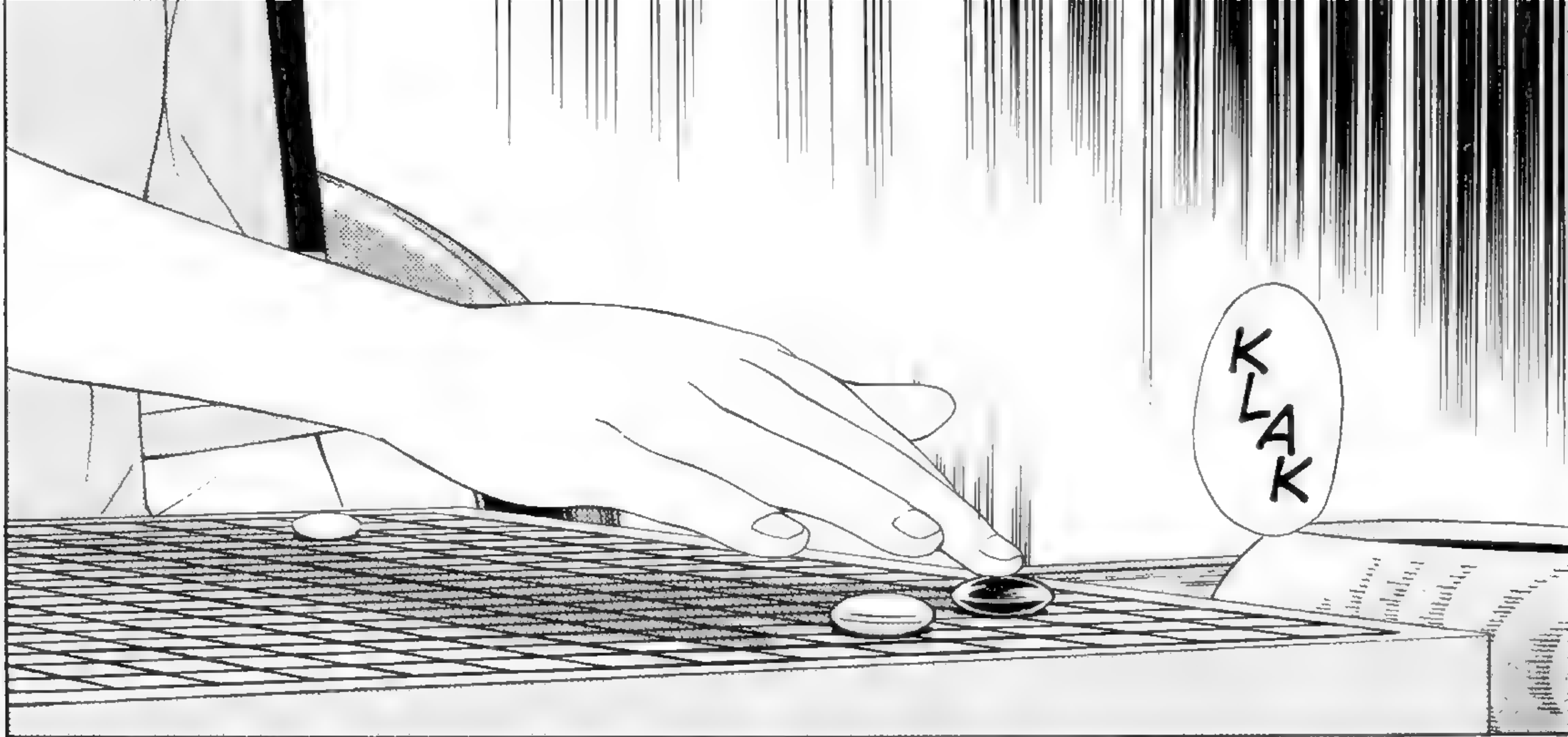


CHINA'S
STRONG, TOO.
JAPAN LOST
ALL OF ITS
MATCHES IN
THE JAPAN
CHINA SHUN'EI
MATCH.



AT LEAST
TOYA SENSEI
HELD HIS OWN
AT THE JAPAN
CHINA TENGEN
TOURNAMENT.









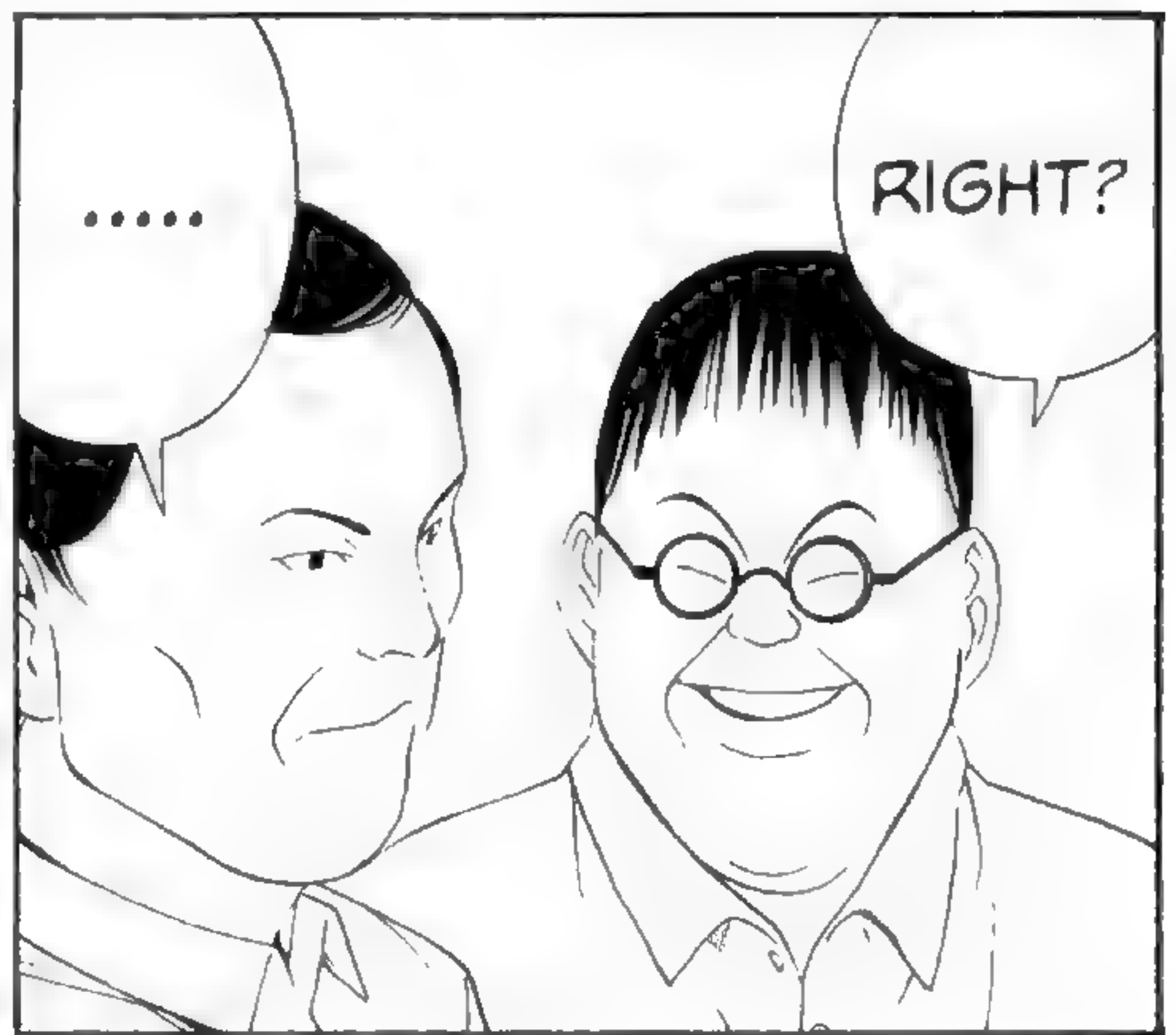
YOU CAN'T
COMPARE THEM!
KOREA HAS MANY
MORE KIDS WHO
ARE TRYING TO
GO PRO!

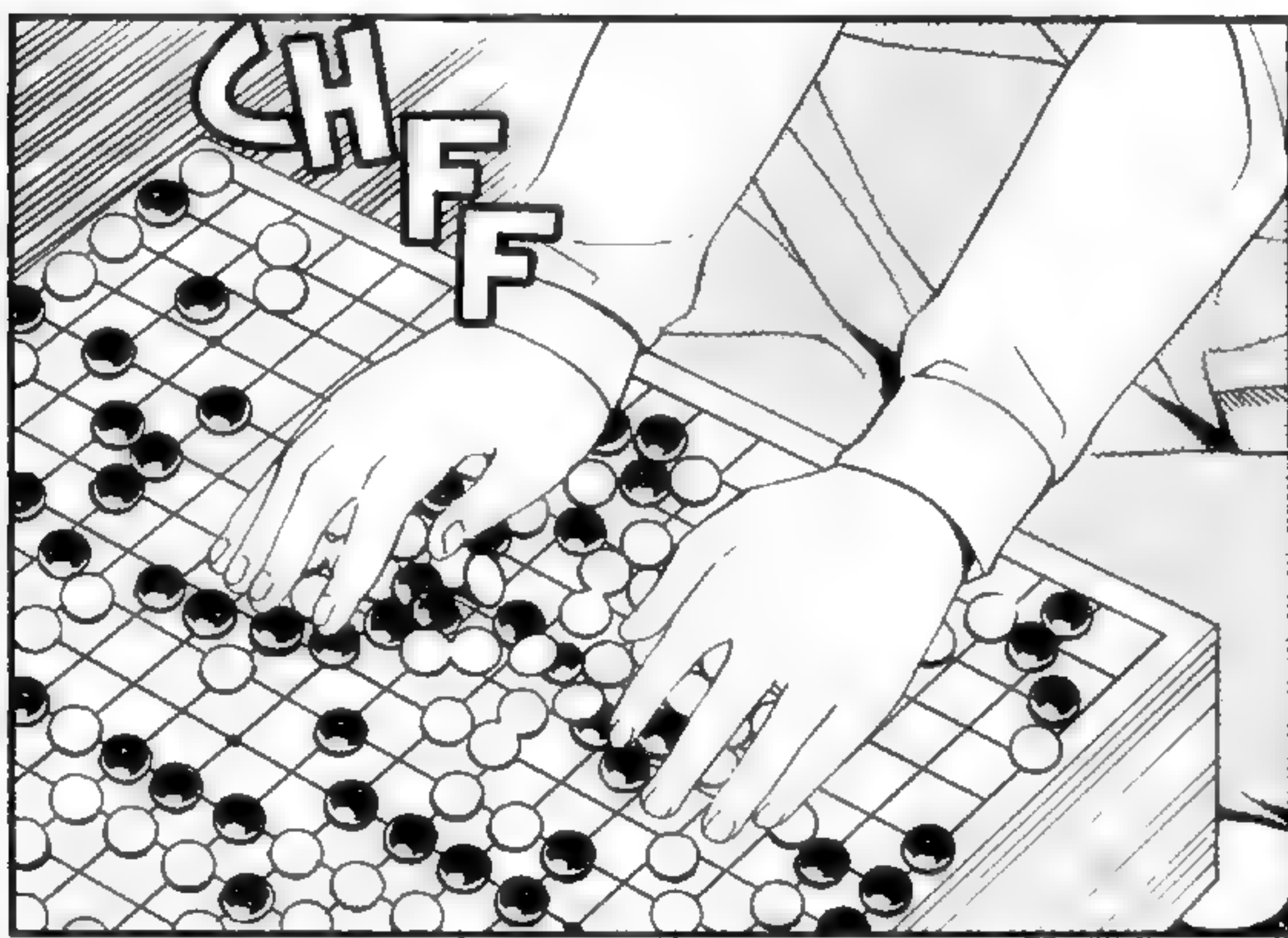
THE LEVEL
OF PLAY
THERE IS
COMPLETELY
DIFFERENT!

THERE ARE
TWO LEAGUES.
WE'RE RANKED
AT THE TOP OF
THE UPPER
LEVEL.

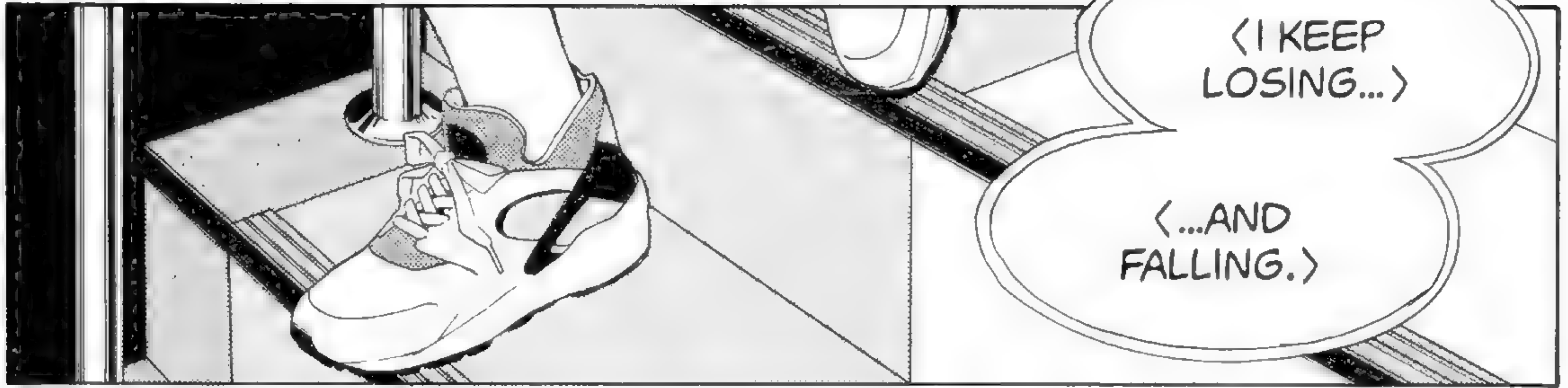
HOW ARE
YOU KIDS
RANKED?

I SEE.



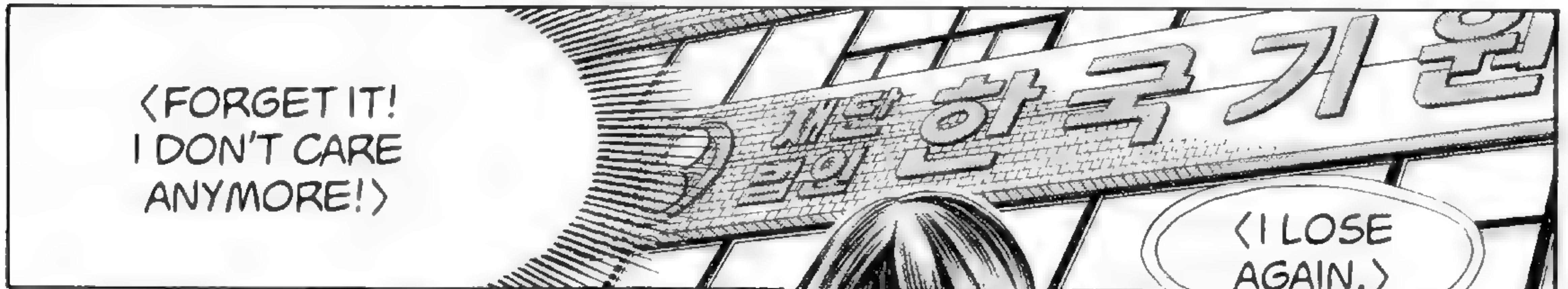






<I KEEP
LOSING...>

<...AND
FALLING.>



<FORGET IT!
I DON'T CARE
ANYMORE!>

<I LOSE
AGAIN.>

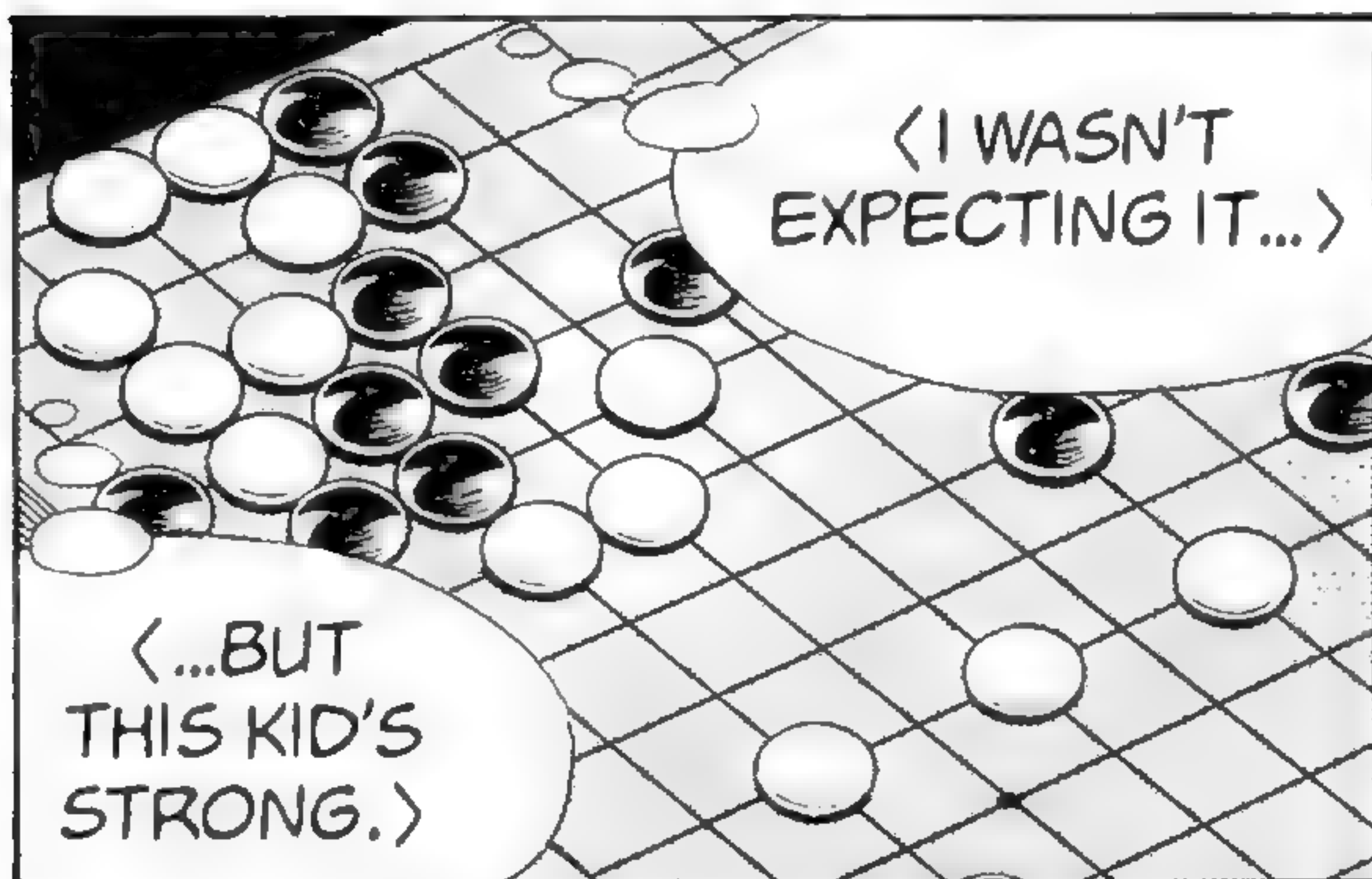


<IT'S LIKE I'VE
FORGOTTEN
HOW TO WIN.>

<THIS IS SO
FRUSTRATING!>

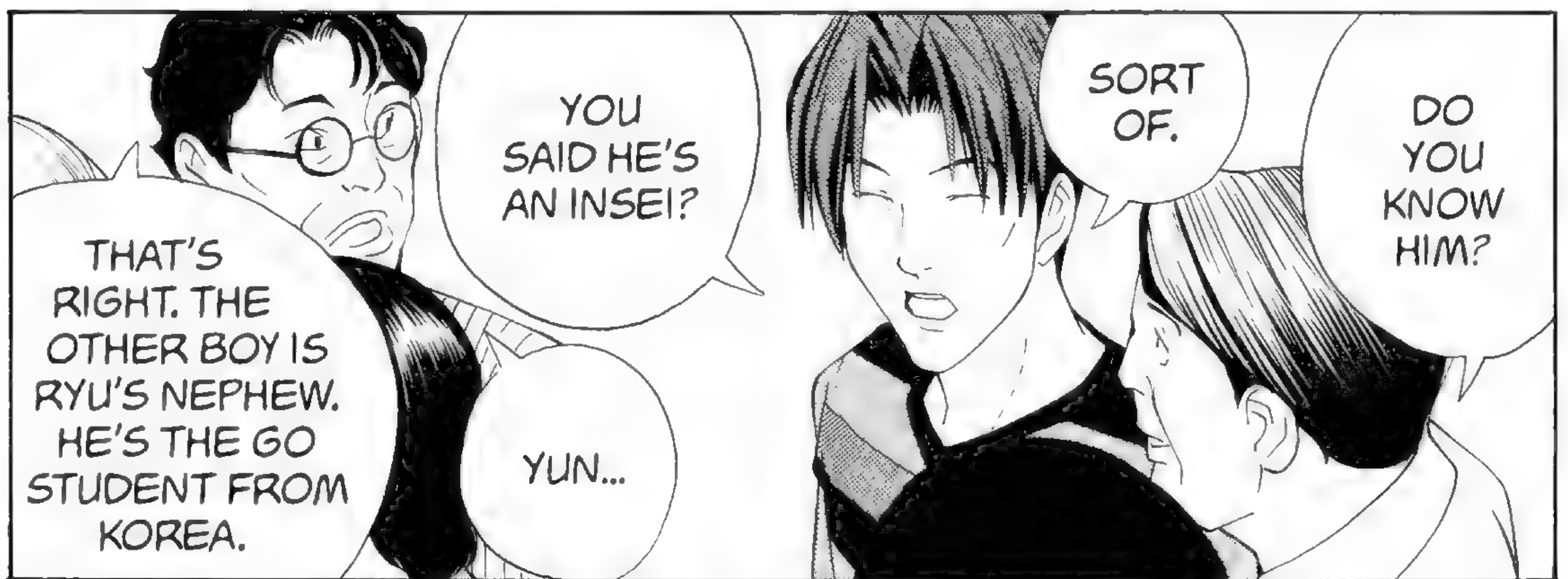


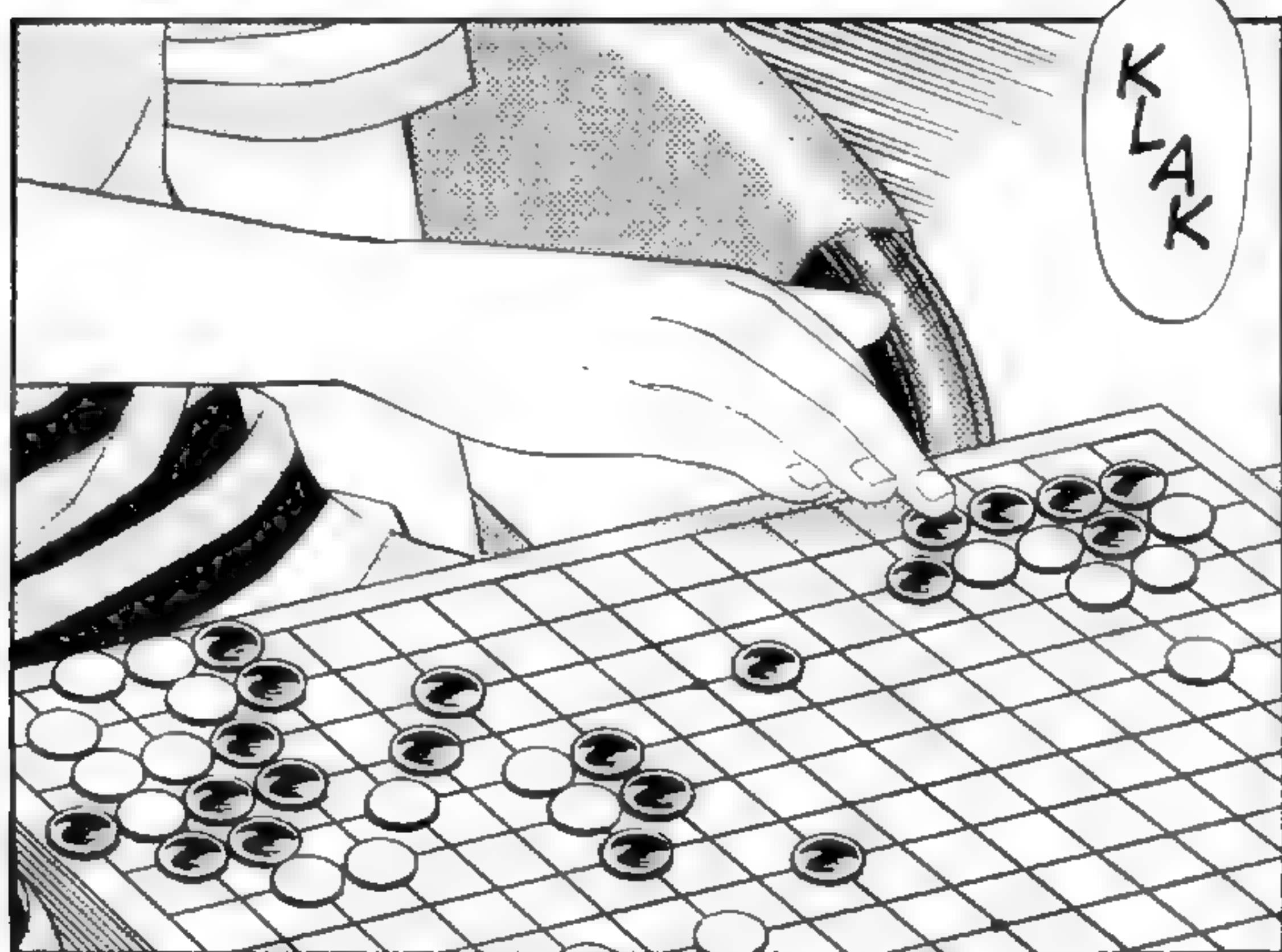
<WHAT THE
HECK AM I
DOING?>











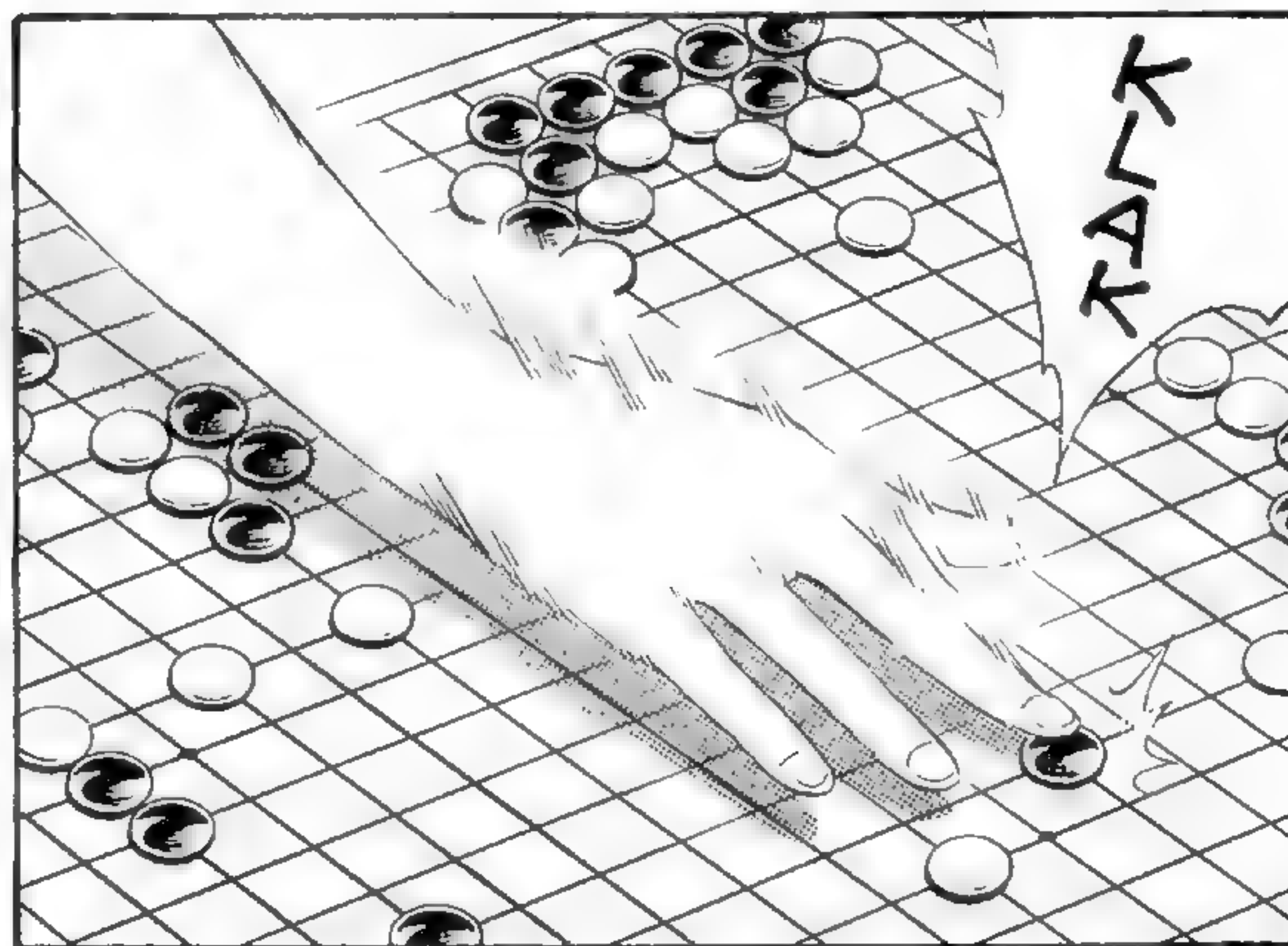




<THERE'S
NO WAY I'M
GOING TO
LOSE TO
THIS GUY.>



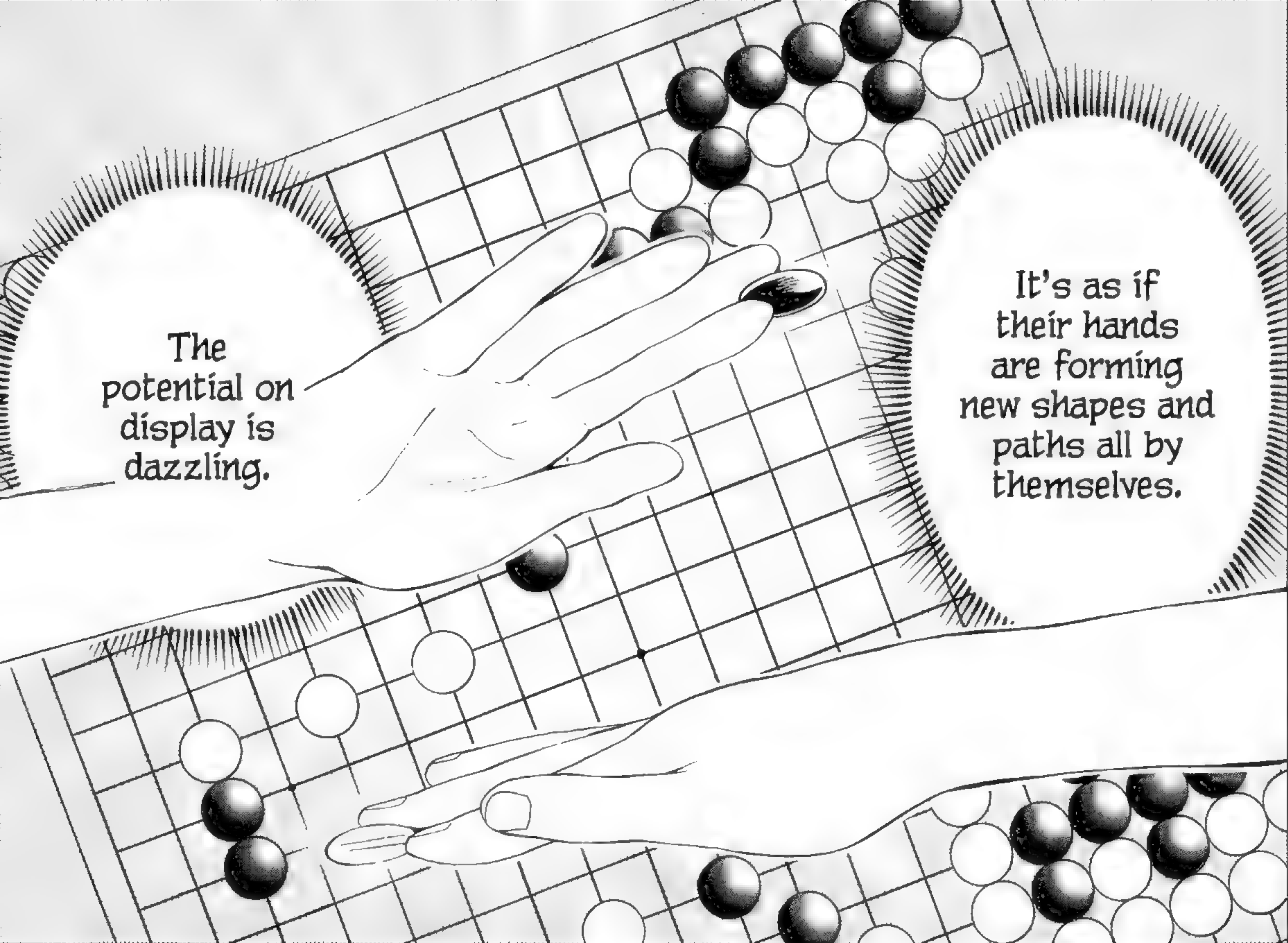
DARN IT,
I'M GOING
TO BEAT
HIM.



I WON'T
LOSE TO
THIS JERK!





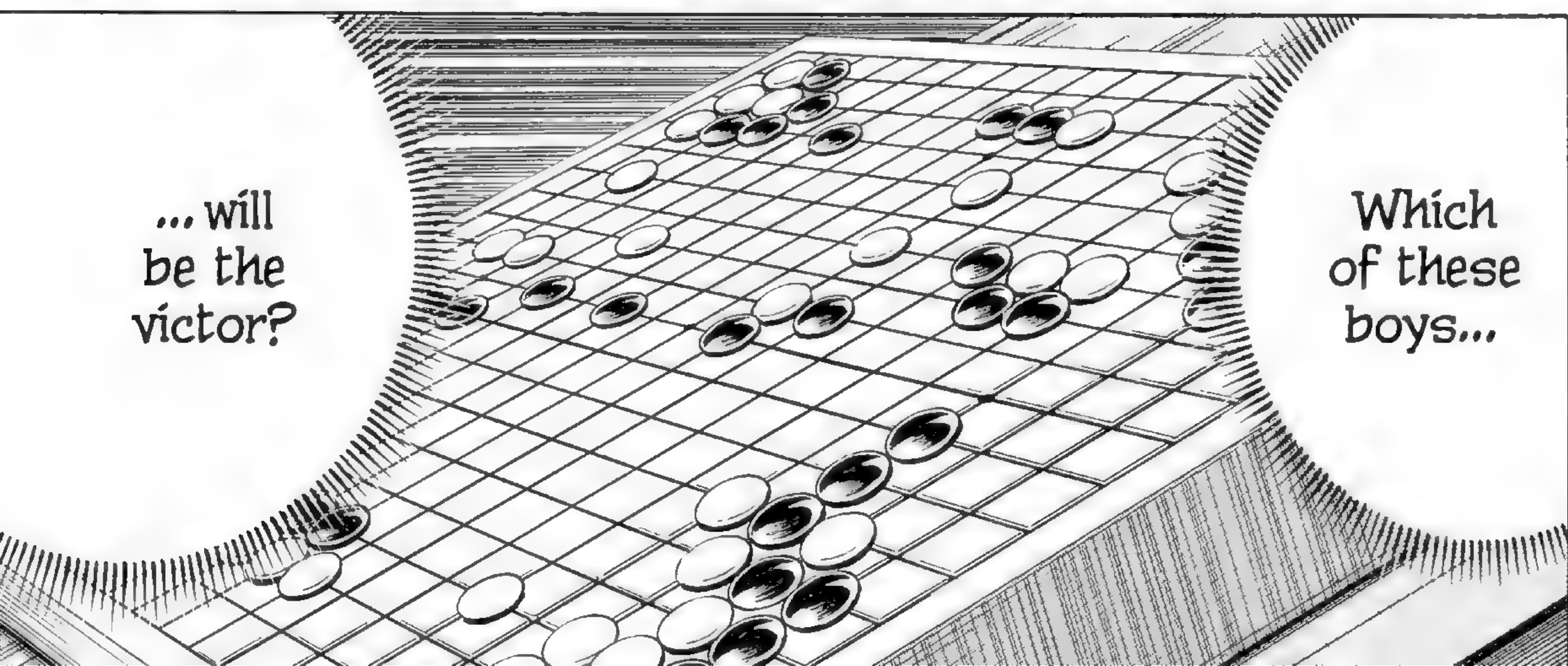


The
potential on
display is
dazzling.

It's as if
their hands
are forming
new shapes and
paths all by
themselves.

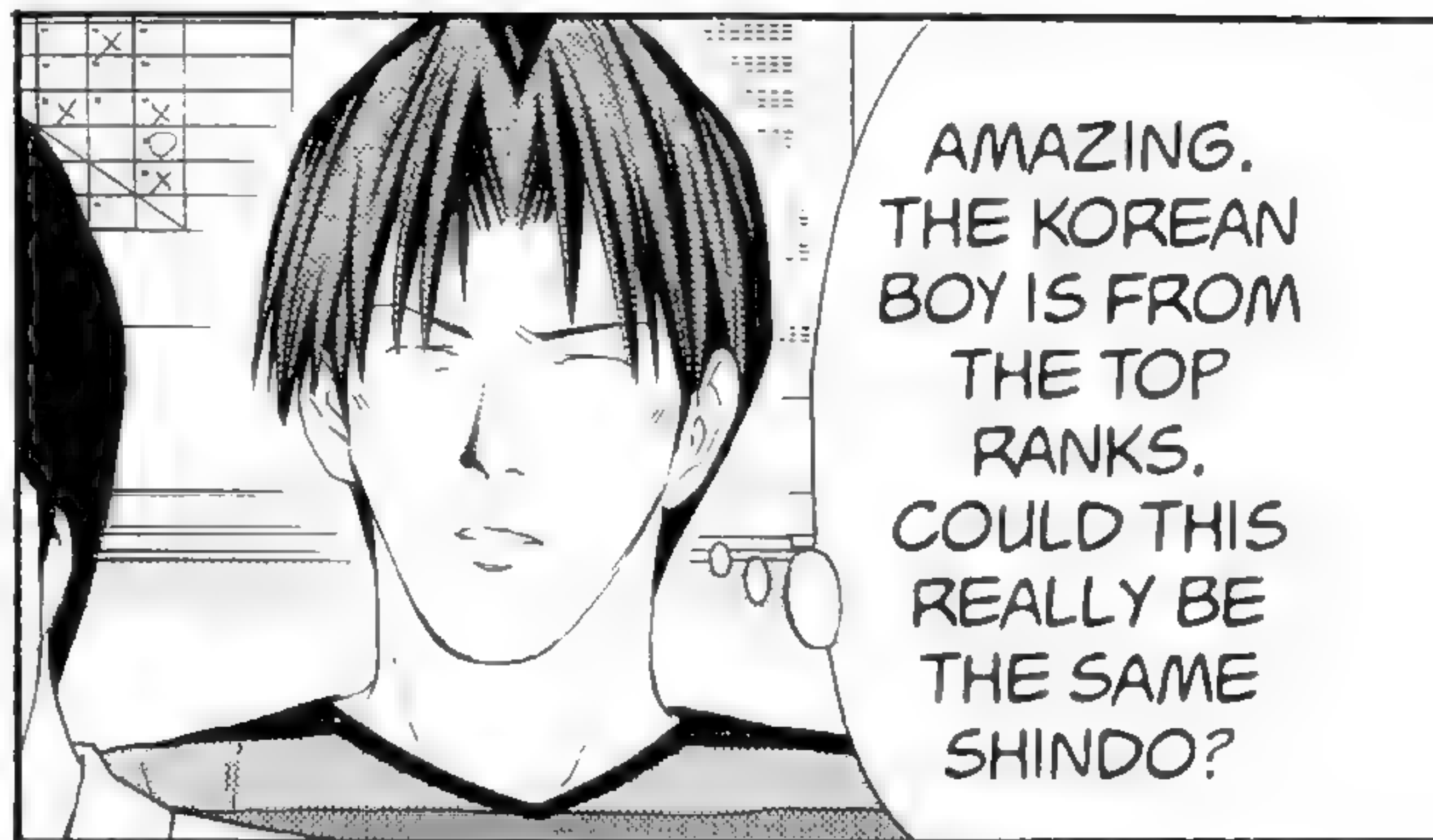


But
there
can be
only one
winner.



... will
be the
victor?

Which
of these
boys...





A WORD ABOUT HIKARU NO GO

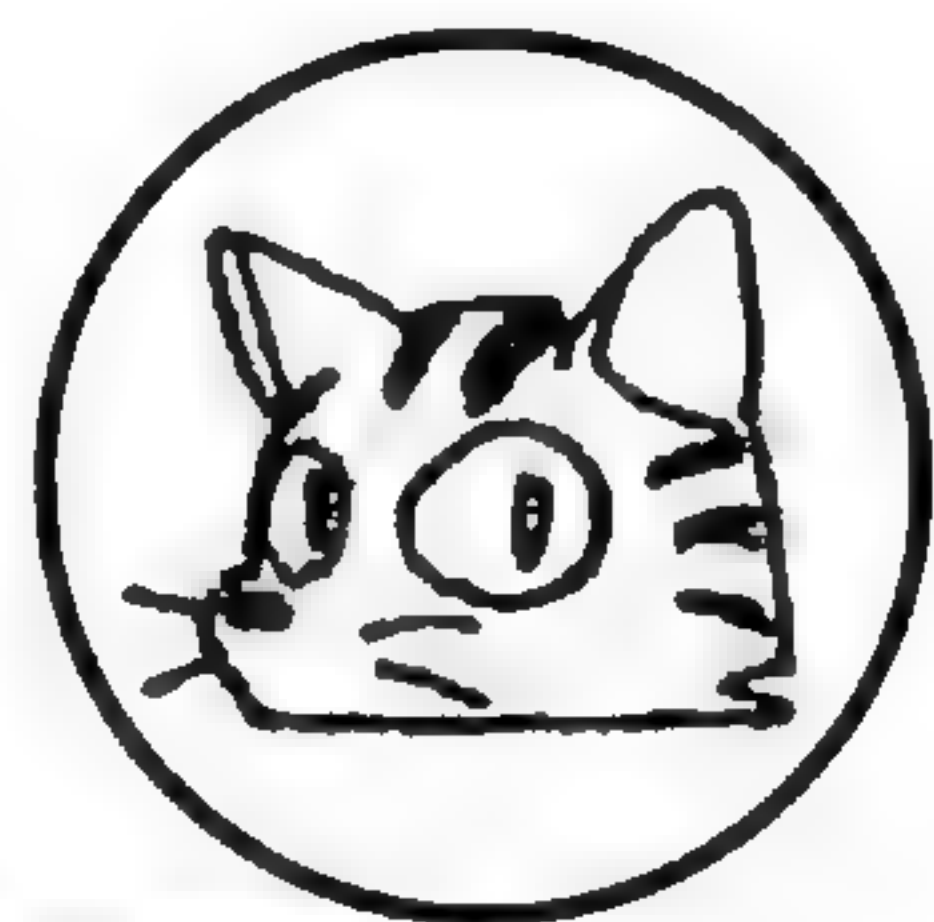
TIE GAMES

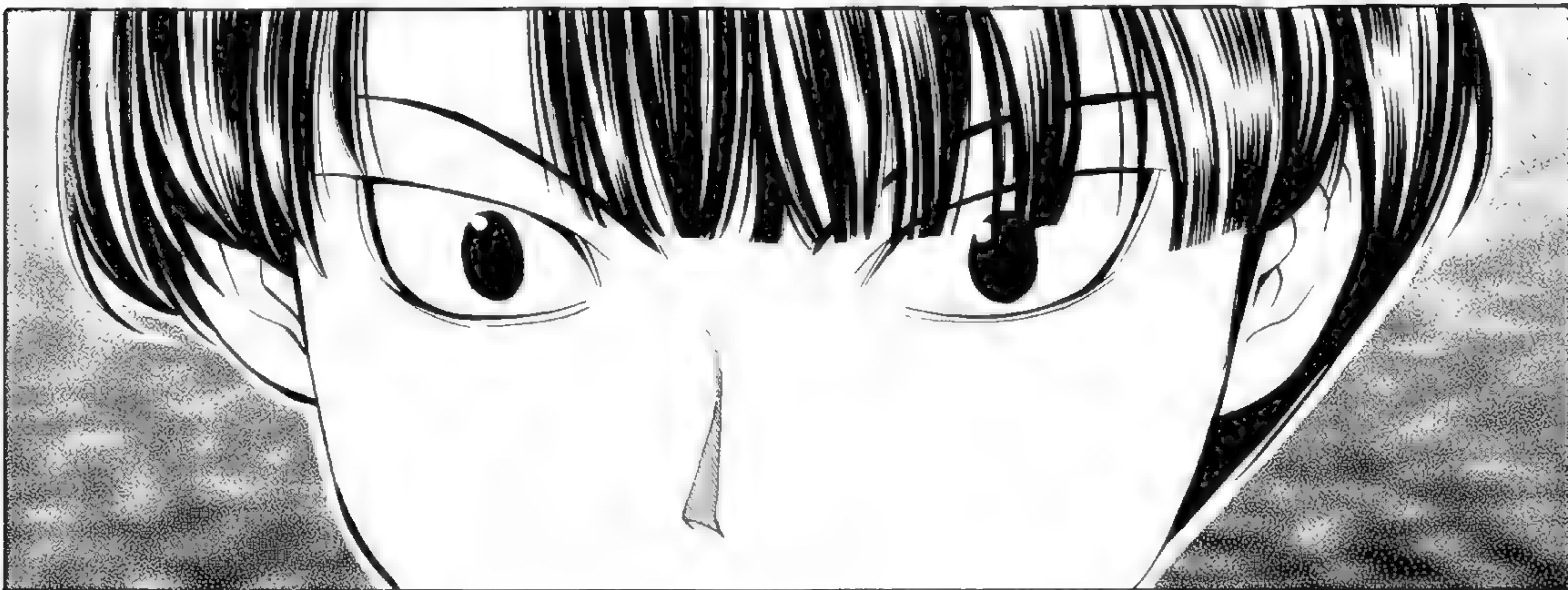
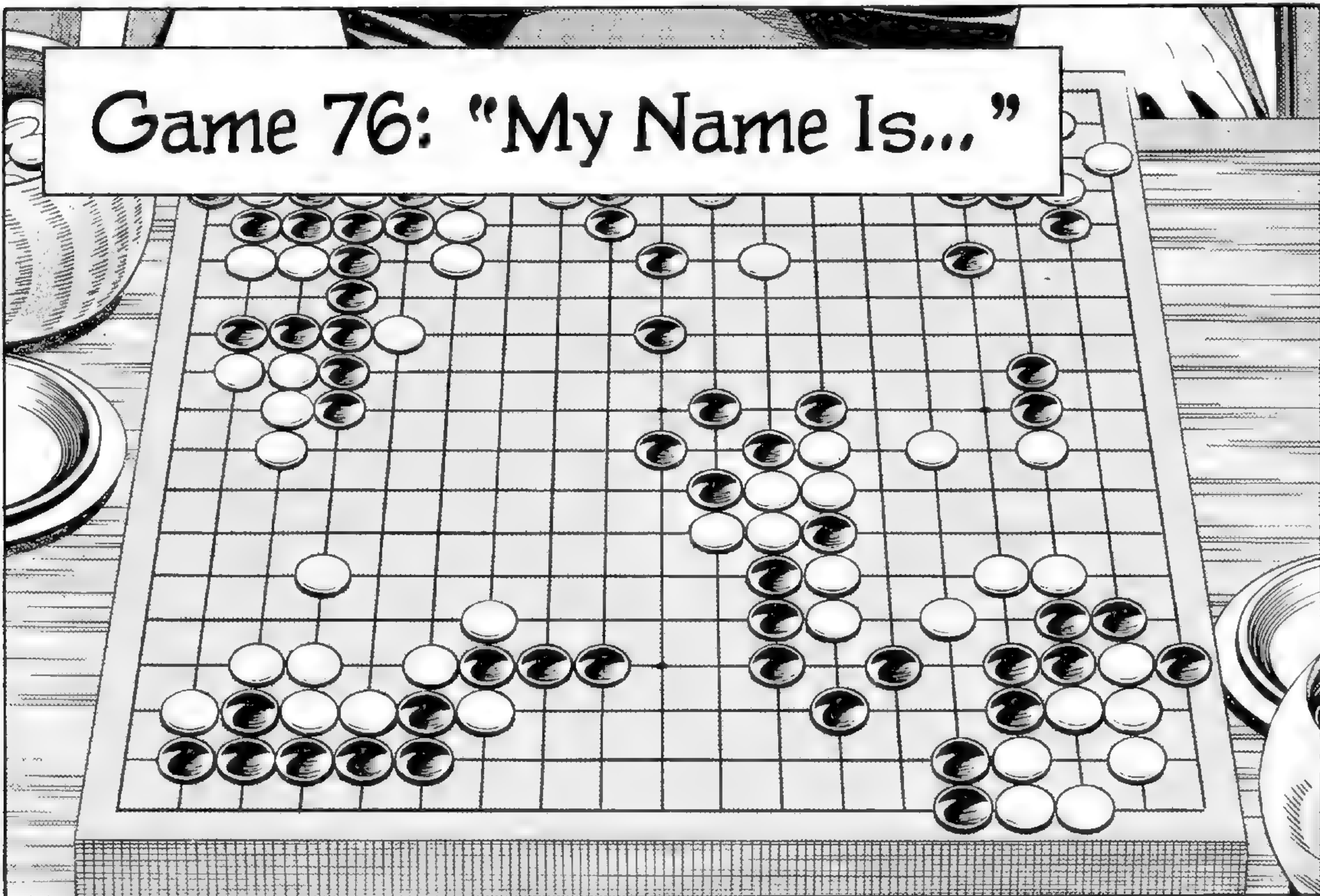


I KNOW OF A YOUNG PROFESSIONAL GO PLAYER WHO SAYS HE CAN FINISH UP TO FIVE SIMULTANEOUS GAMES IN A DRAW. WHEN HE'S PLAYING INSEI IN THE UPPER RANKS, HE CAN TIE TWO GAMES AT THE SAME TIME. THINGS APPARENTLY GET HARDER WITH THREE PLAYERS.

I ASKED HIM IF HIS OPPONENTS EVER GOT MAD WHEN THEY FOUND OUT HE WAS TRYING TO TIE HIS GAMES. HE SAID DOING THAT WOULD BE TOO OBVIOUS, SO HE USUALLY TRIES TO WIN BY ONE, TWO, THREE AND FOUR POINTS.

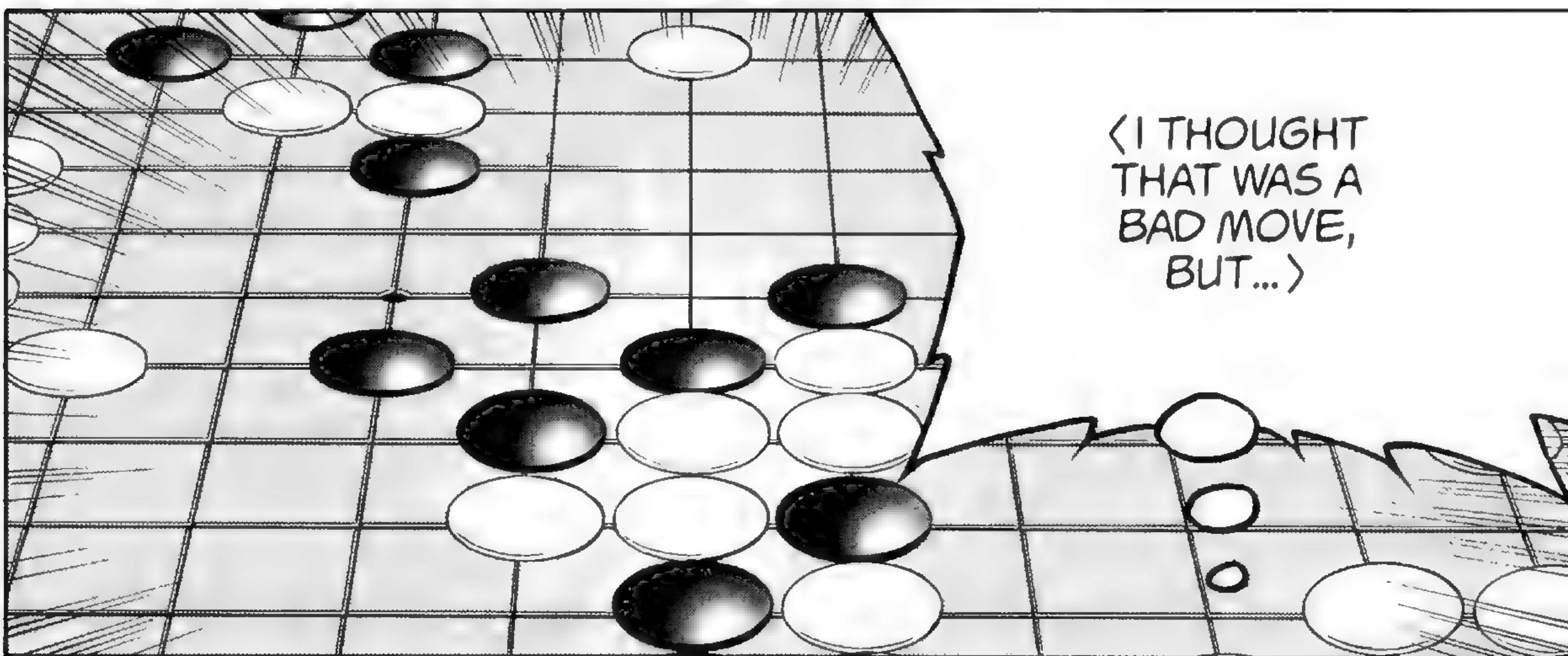
PROFESSIONAL GO PLAYERS ARE PRETTY AMAZING!









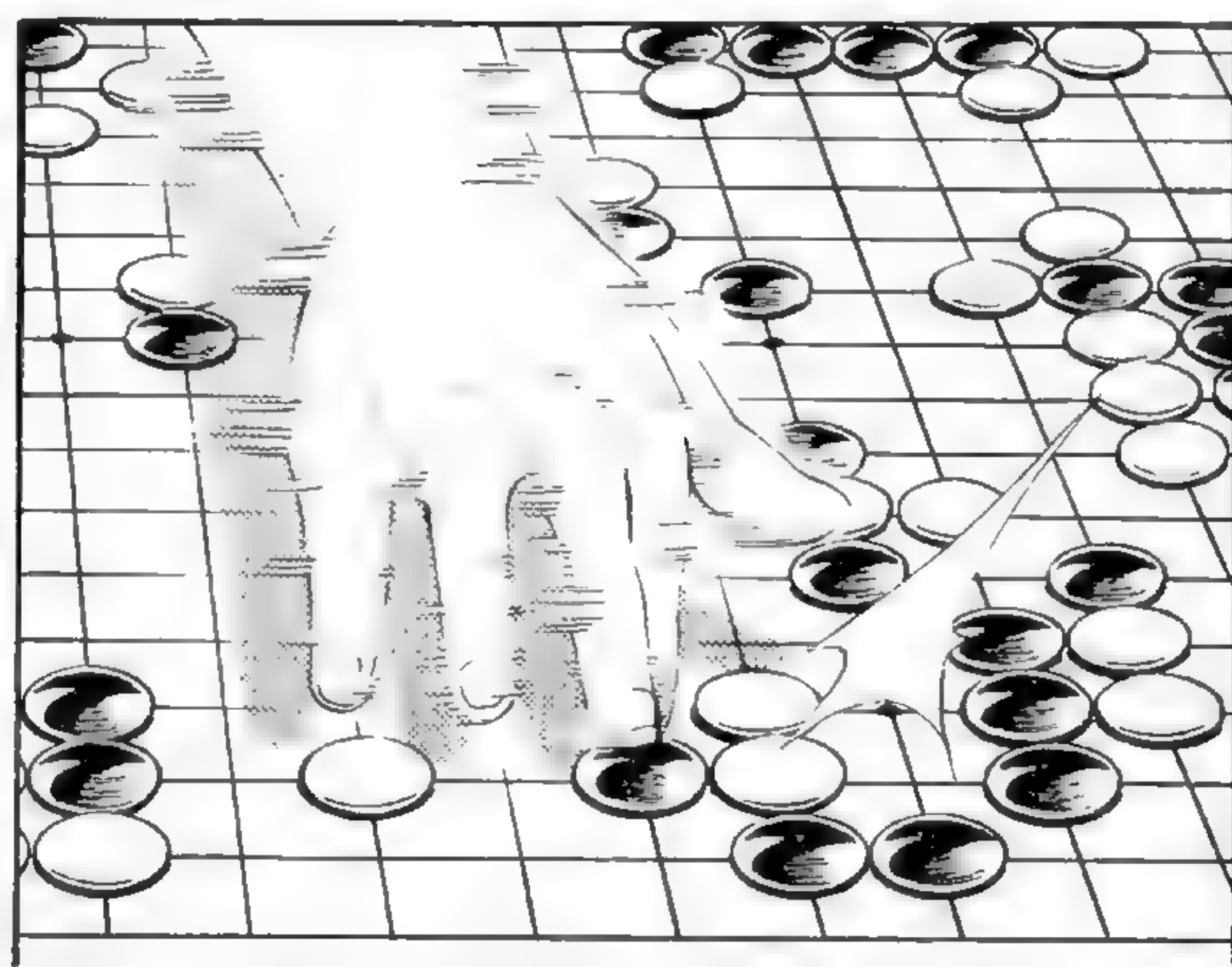
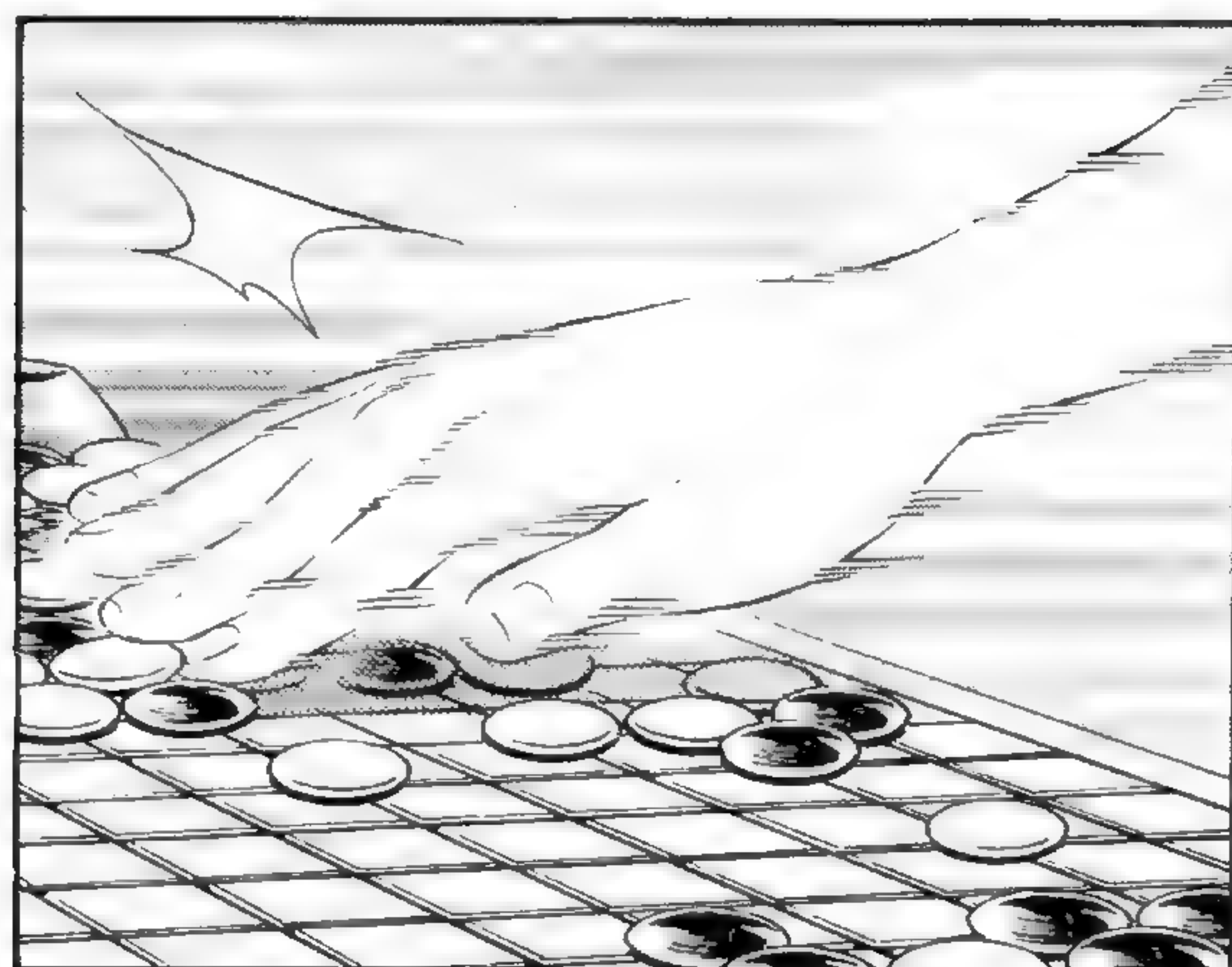






...BUT I CAN'T
LET HIM GET
TO ME.)

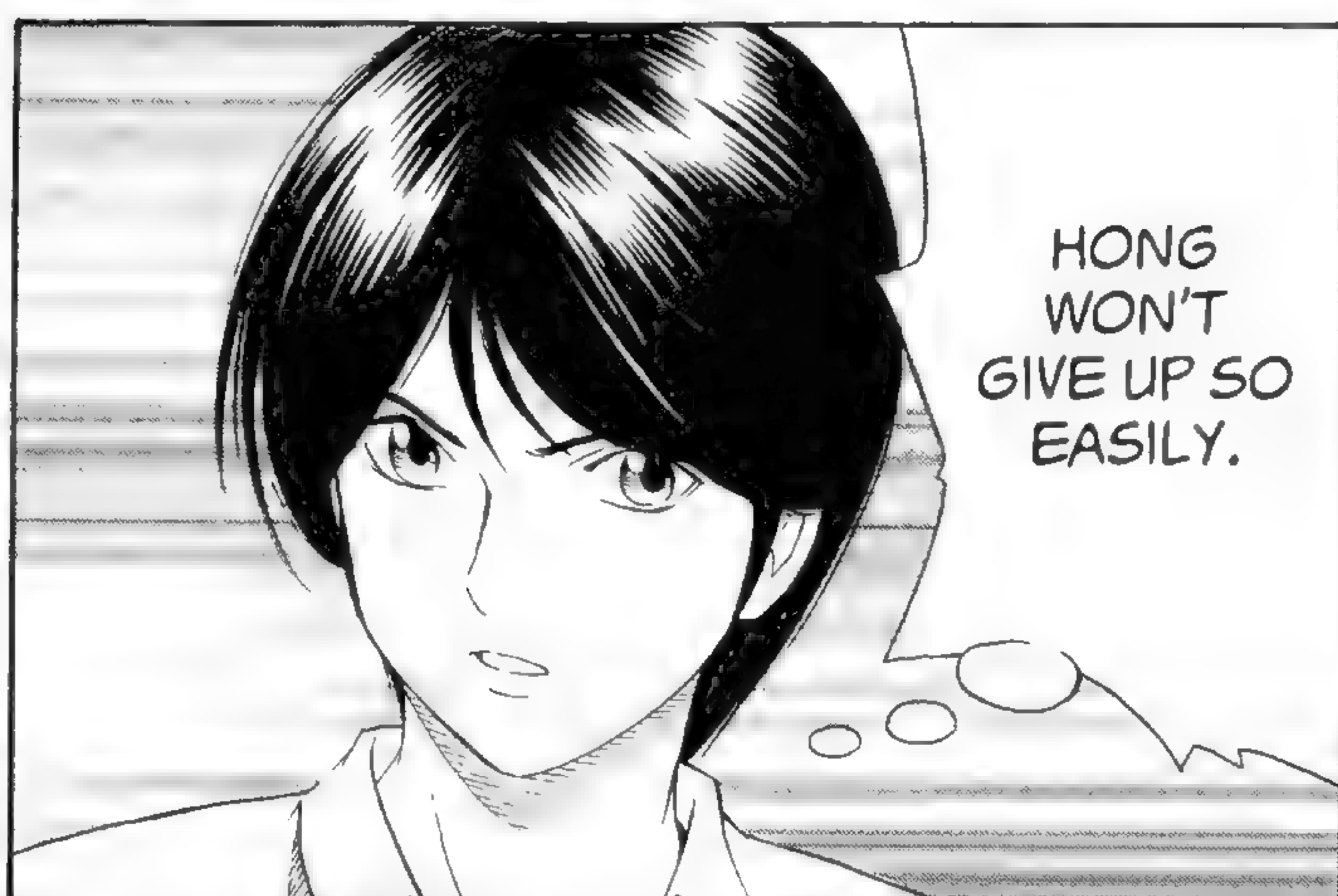
<I DIDN'T SEE
IT COMING...



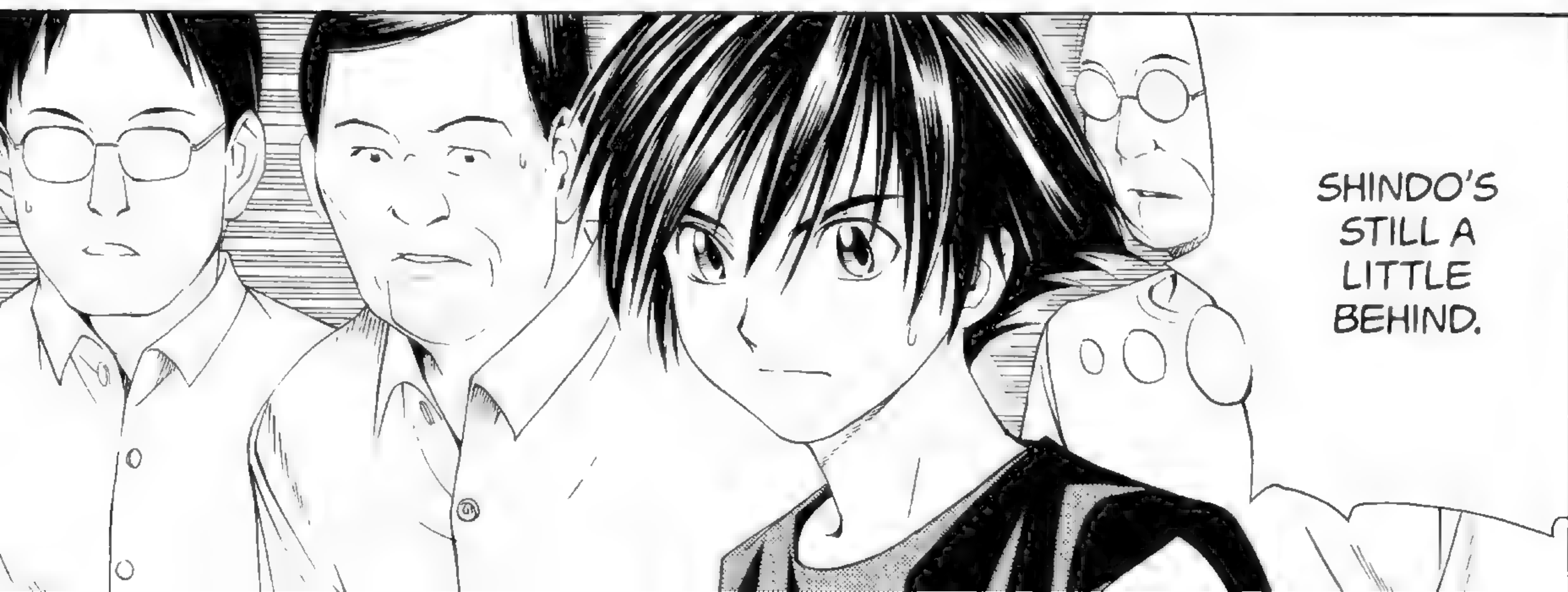
HMPH!

K
L
A
K

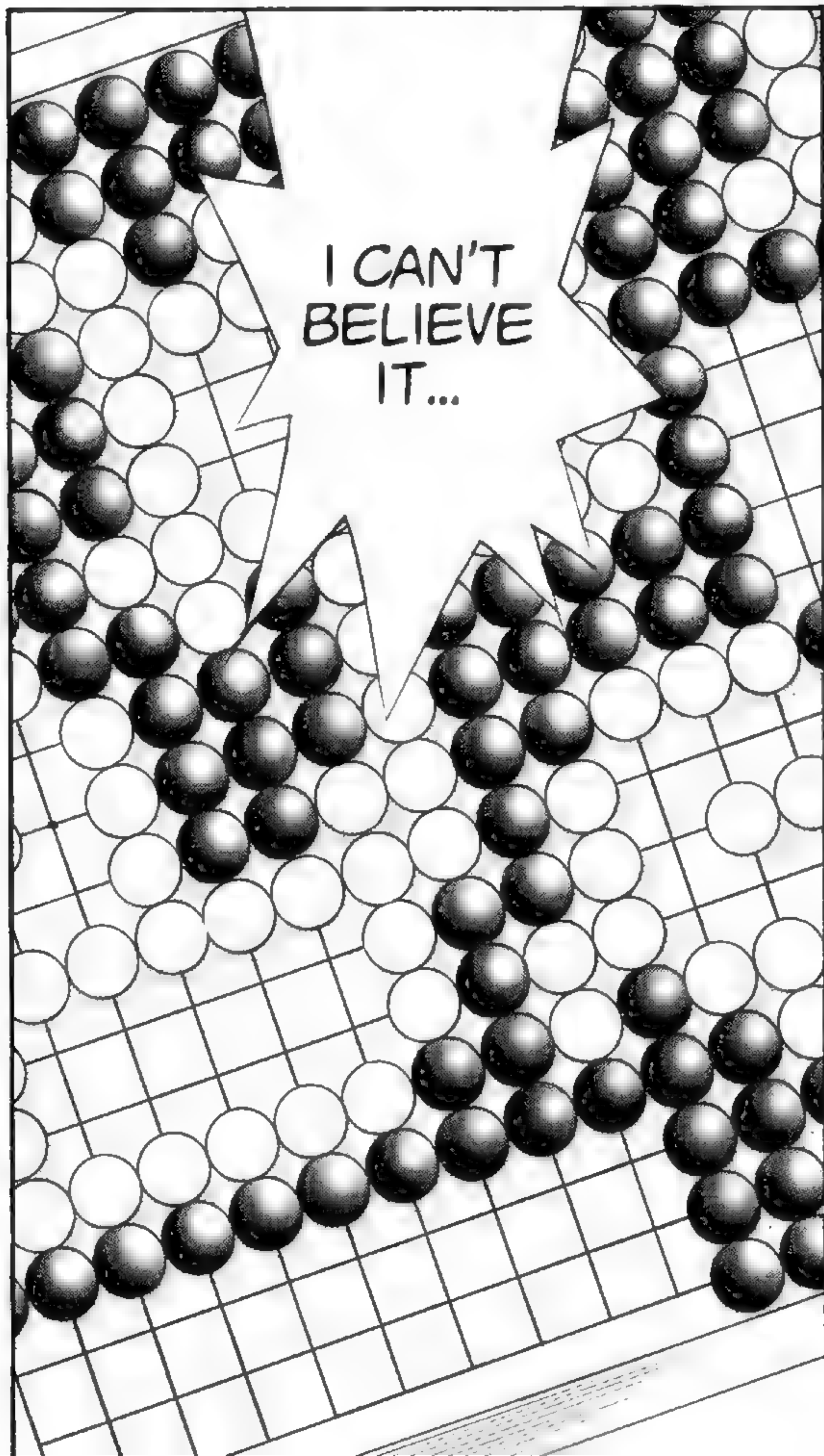
5



HONG
WON'T
GIVE UP SO
EASILY.



SHINDO'S
STILL A
LITTLE
BEHIND.





SHINDO
WON BY
1 1/2
POINTS.



YOU
SHOULD
BOTH BE
PROUD
OF YOUR-
SELVES.

CHATTER

<WHAT A GAME!
THEY WERE BOTH
REALLY INTENSE!>

<I COULDN'T
TAKE MY
EYES OFF
THE BOARD!>

WOW!

WHITE'S
ATTACK
IN THE
MIDDLE OF
THE GAME
WAS
PRETTY
AMAZING!



SNIFF
...

SOB
...



SUYONG...



AH...

<I LOST!>

SOB

SOB...

WAH...



SNIFF...

SOB...

SOB...



WAAH!

SOB...

<SUYONG!>



<I HAVEN'T BEEN
BEATEN LIKE THAT IN
A LONG TIME.>

<MY GAME'S BEEN
MESSED UP.>

<I'VE BEEN
FEELING DOWN...

...EVER SINCE
I DROPPED
DOWN A RANK.>

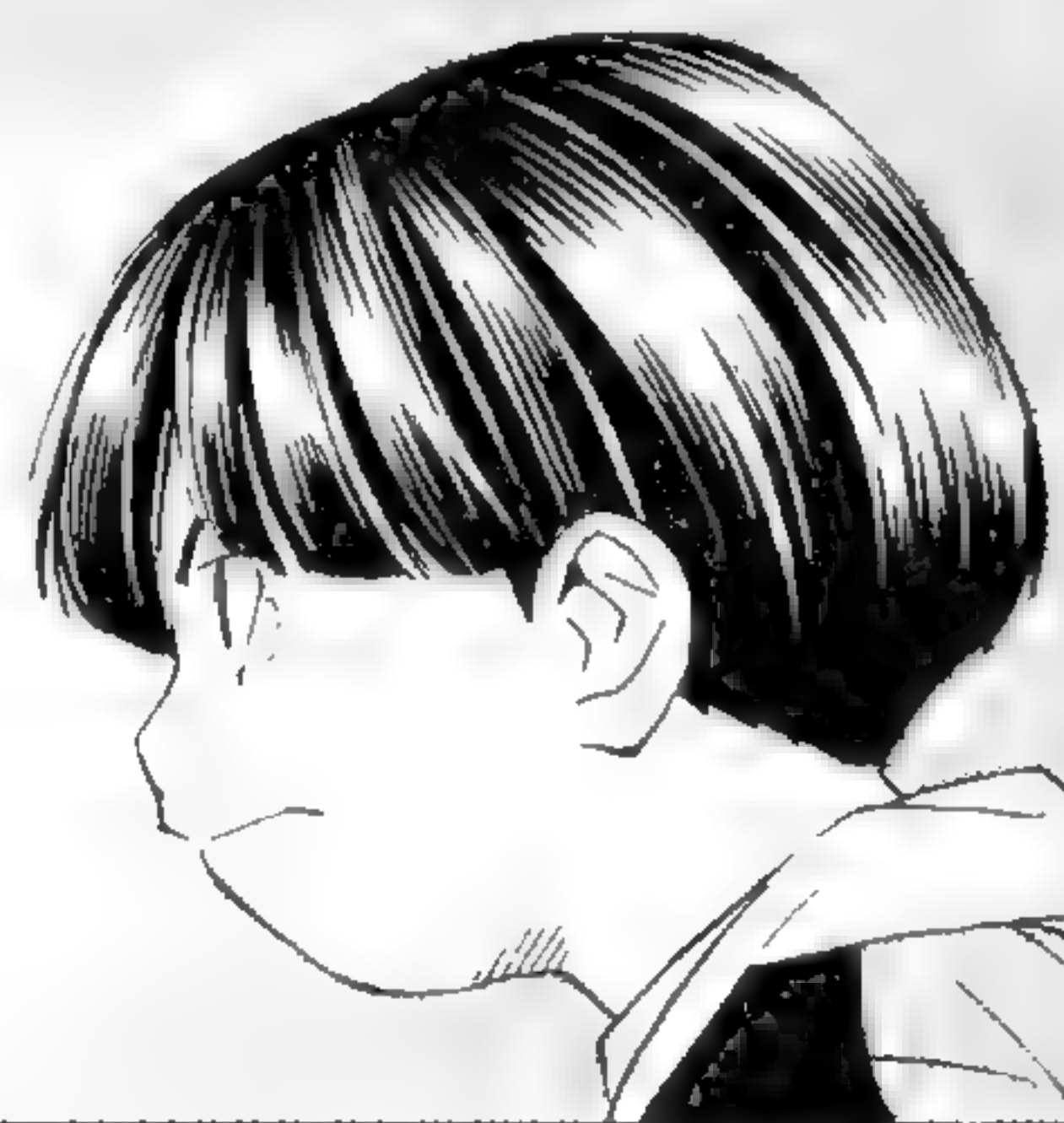




...SHINDO.



HIKARU...



BUT THAT'S HOW IT SHOULD BE.

HE CAN'T HOLD BACK HIS TEARS.

SUYONG...



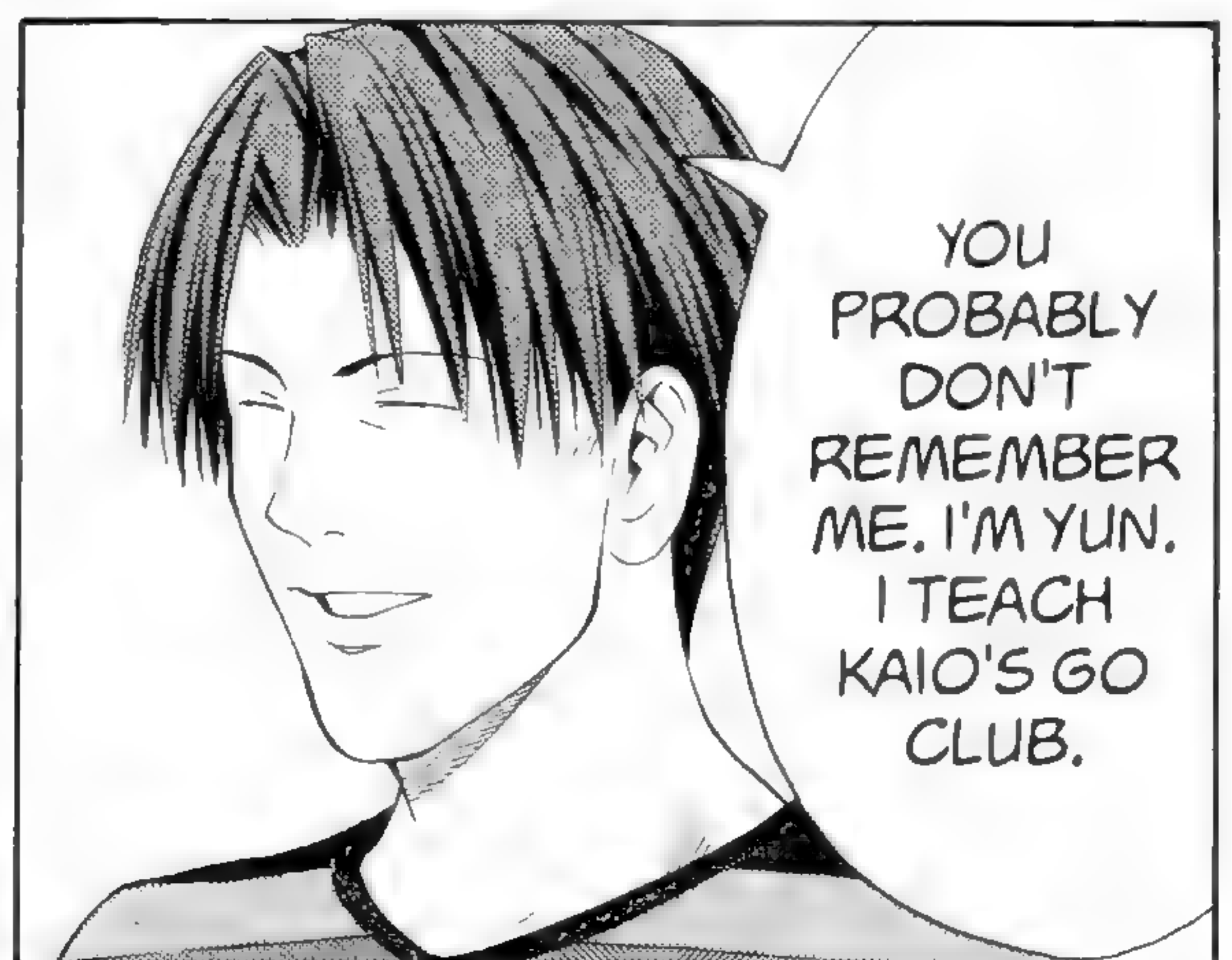
I KNOW HE'LL IMPROVE AFTER HE GOES BACK TO KOREA TOMORROW.

HE'S GONNA BE OKAY NOW.

HE COULDN'T FACE THE PROBLEM AND TRIED TO RUN AWAY.

HE MOVED UP THE RANKS SO EASILY, IT WAS A BLOW WHEN HE GOT DEMOTED.







That
was
actually
me!

RIGHT...

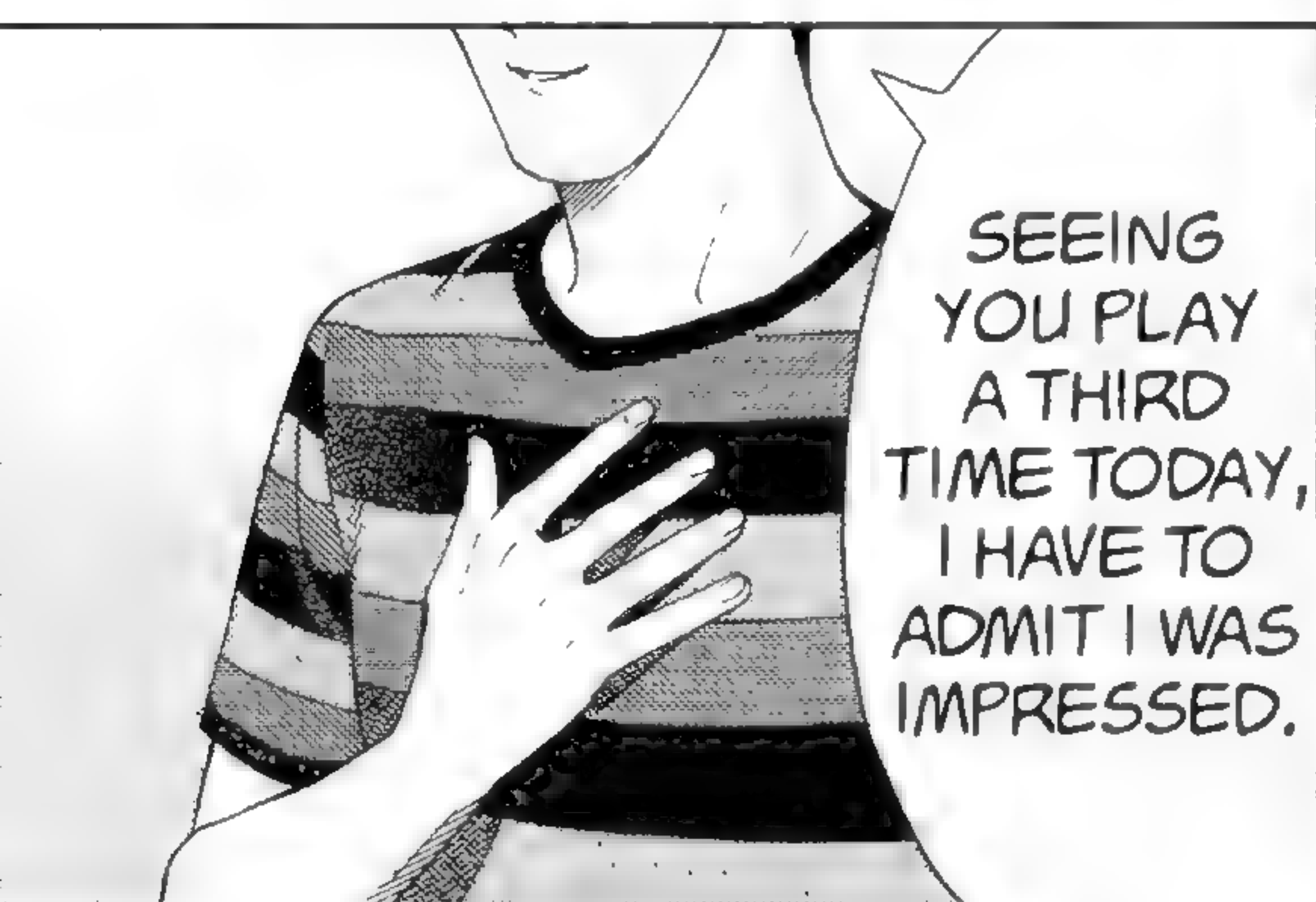


THE FIRST
TIME, YOU
WERE STILL
IN GRADE
SCHOOL.
YOU PLAYED
EXTREMELY
WELL.

I'VE SEEN
THREE OF
YOUR
GAMES.



THE SECOND
TIME WAS AT
LAST YEAR'S
TOURNAMENT.
AND TO BE
HONEST, I
EXPECTED A LOT
BETTER FROM
YOU.



SEEING
YOU PLAY
A THIRD
TIME TODAY,
I HAVE TO
ADMIT I WAS
IMPRESSED.

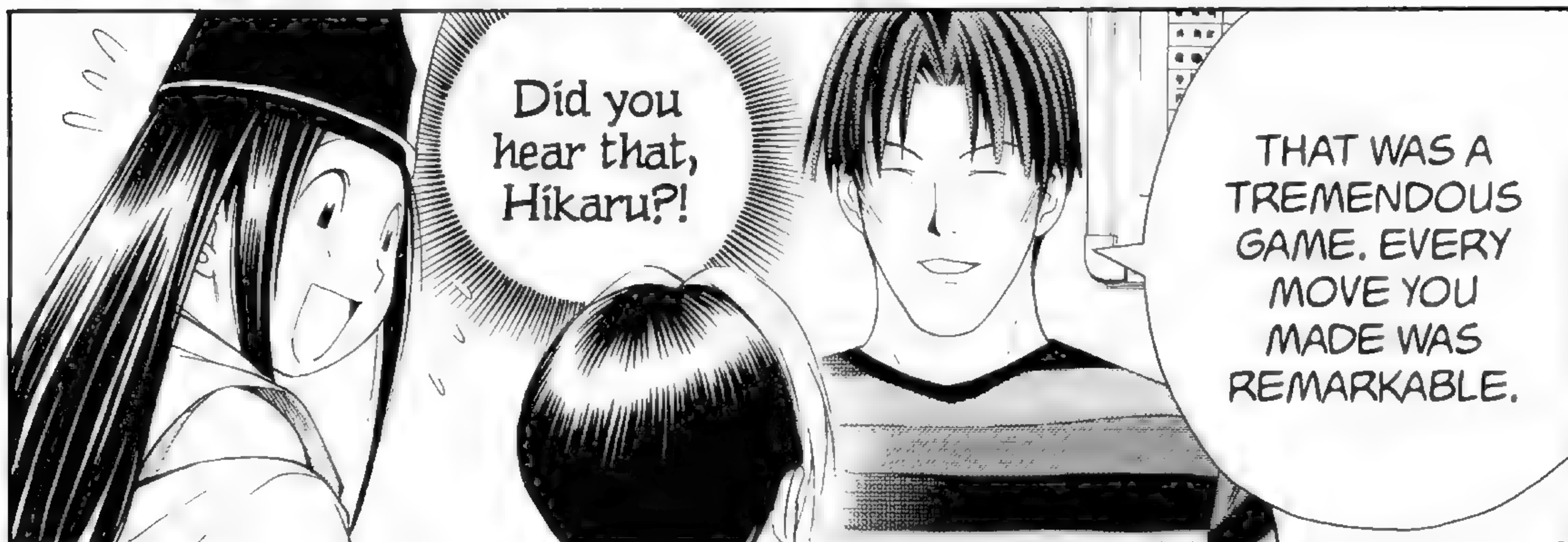


But
hasn't your
opinion of
Hikaru
changed
after this
game?



YOU BOTH
SHOWED
YOURSELVES
TO BE STRONG
PLAYERS
STRIVING TO
REACH THE
PROS.

I
knew
it!



Did you
hear that,
Hikaru?!

THAT WAS A
TREMENDOUS
GAME. EVERY
MOVE YOU
MADE WAS
REMARKABLE.



SHINDO, DO
YOU REMEMBER
THE WONDERFUL
GAME YOU PLAYED
THAT HELPED
HAZE WIN IN THE
TOURNAMENT?

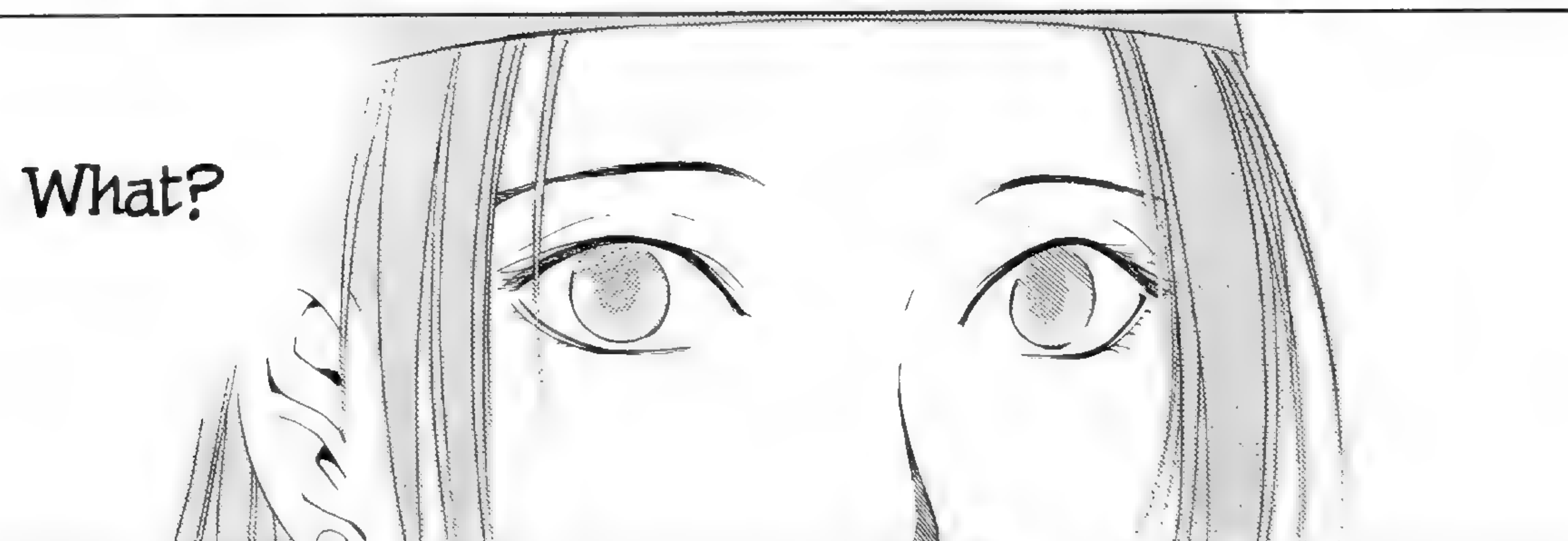
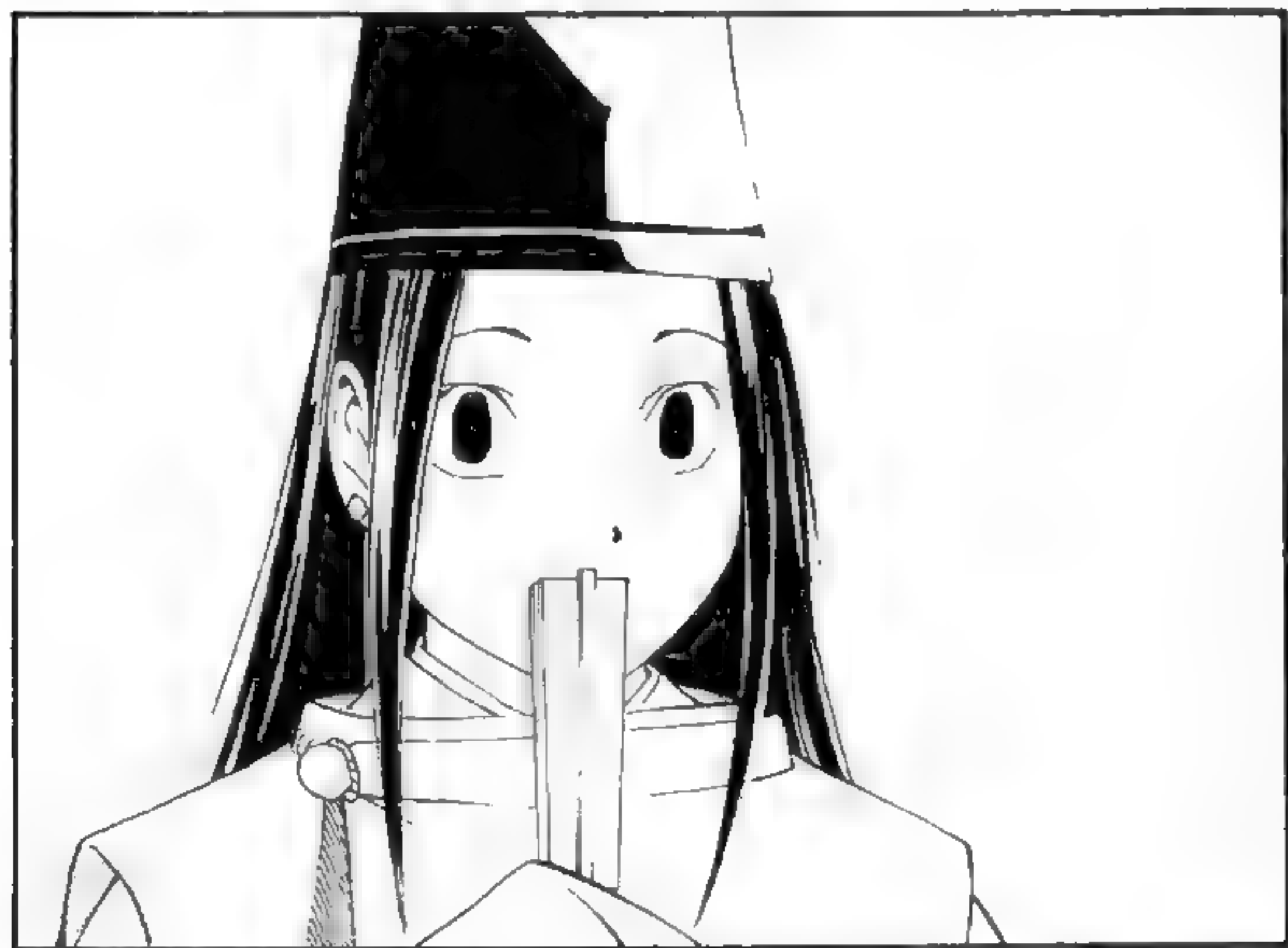


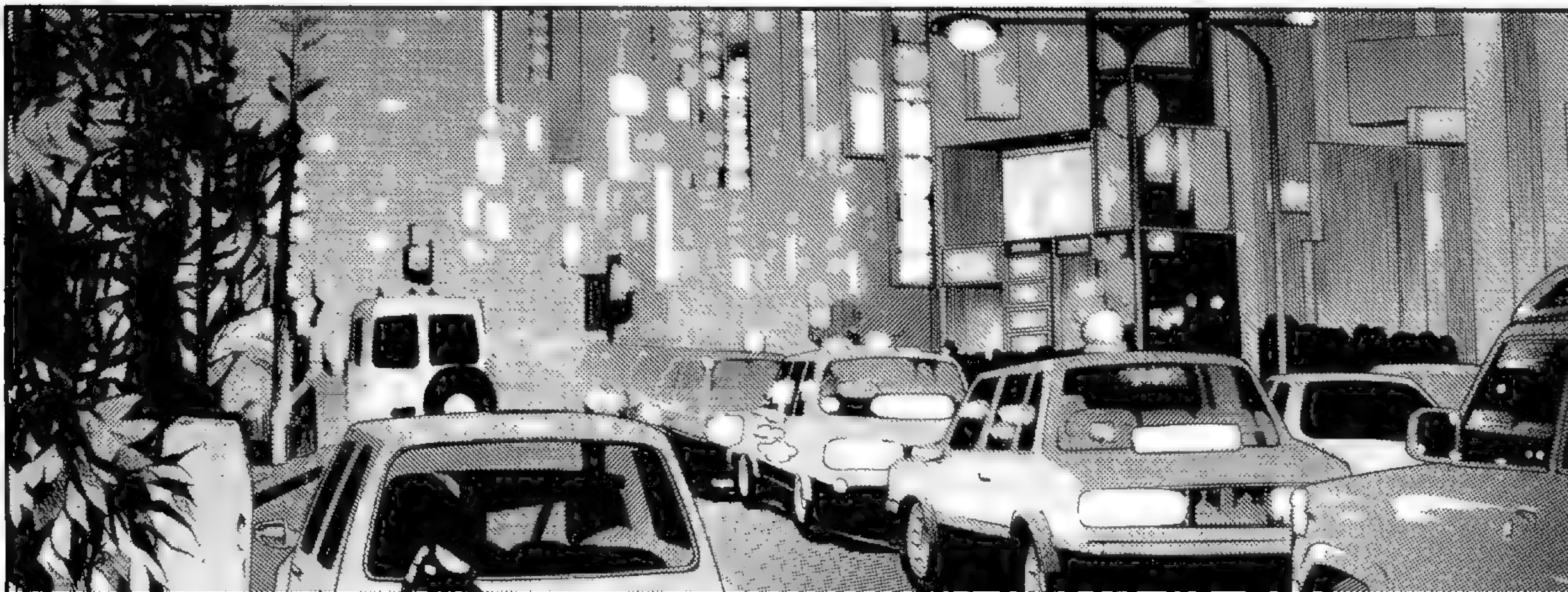
HE'S
GIVING ME
A COMPLI-
MENT.

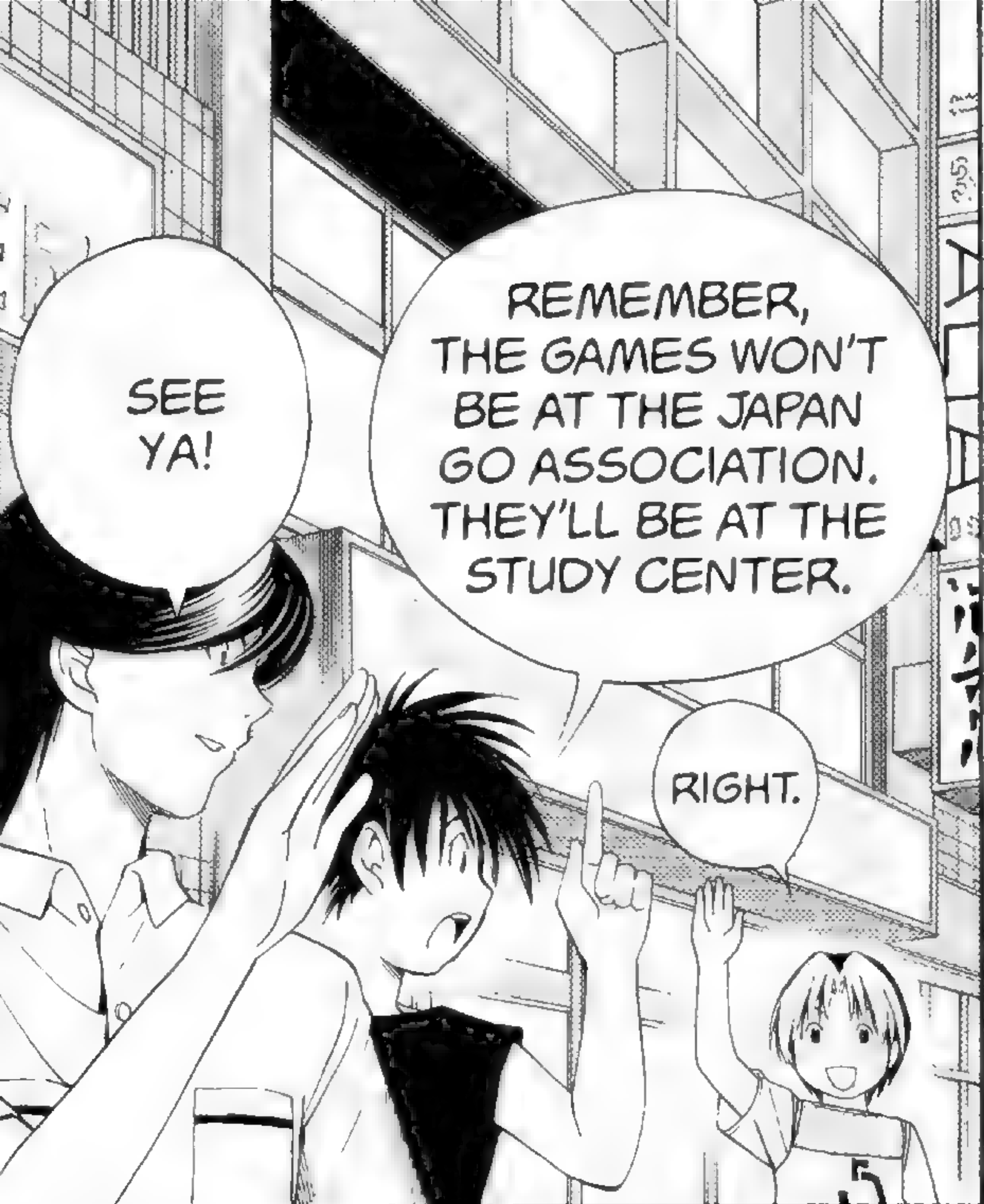


...BUT
ME!

NOT
SAI...







SEE
YA!

REMEMBER,
THE GAMES WON'T
BE AT THE JAPAN
GO ASSOCIATION.
THEY'LL BE AT THE
STUDY CENTER.

RIGHT.



THE
NEXT
TIME WE
SEE
EACH
OTHER
WILL BE
IN THE
MATCH
ROOM.

THE
PRO
TEST
STARTS
AGAIN
NEXT
WEEK.

LET'S
GET
GOING.
GREAT
GAME
TODAY.



LET'S
GO
HOME,
SAI.



THAT
TEACHER
FROM KAIO
REALLY
BELIEVED I
PLAYED A
GAME THAT
YOU PLAYED,
SAI!

I'M
FEELING
PRETTY
GREAT
TODAY!



I don't
exist?



TO HIM,
YOU
DON'T
EVEN
EXIST,
SAI!

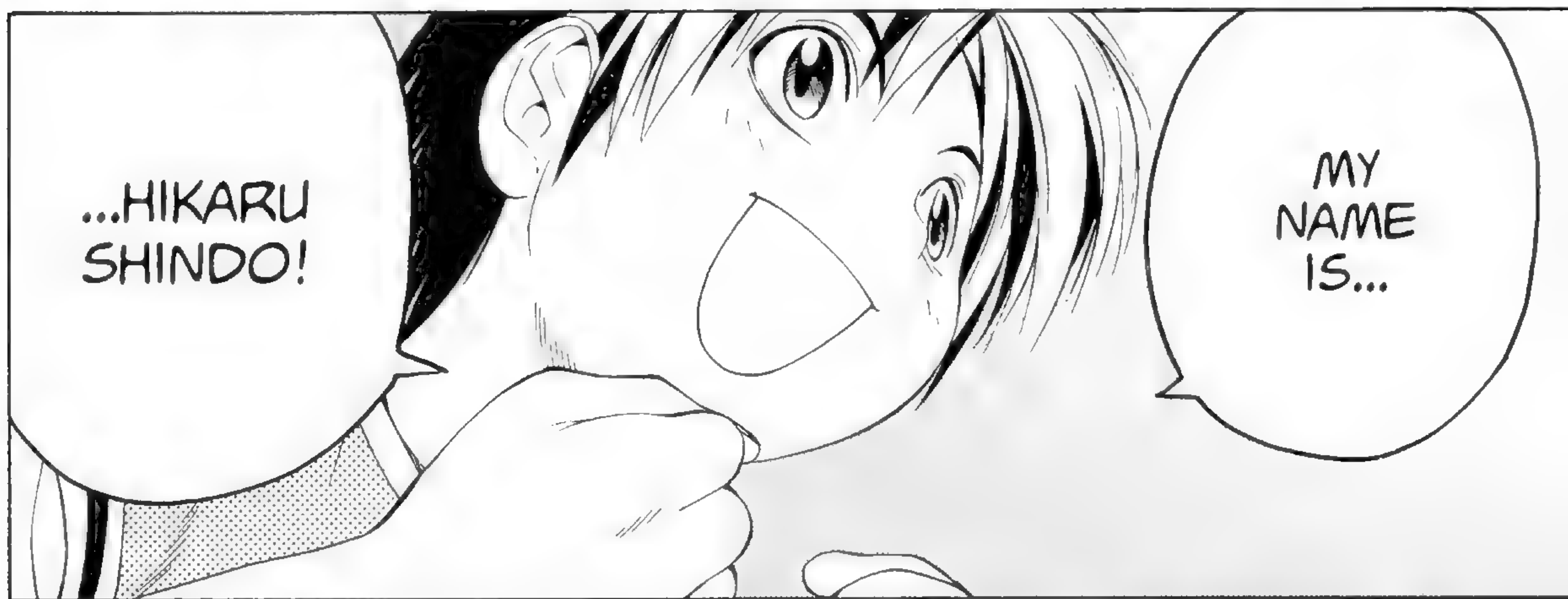
HE
WAS
TALKING
ABOUT
ME!



Forget
me?

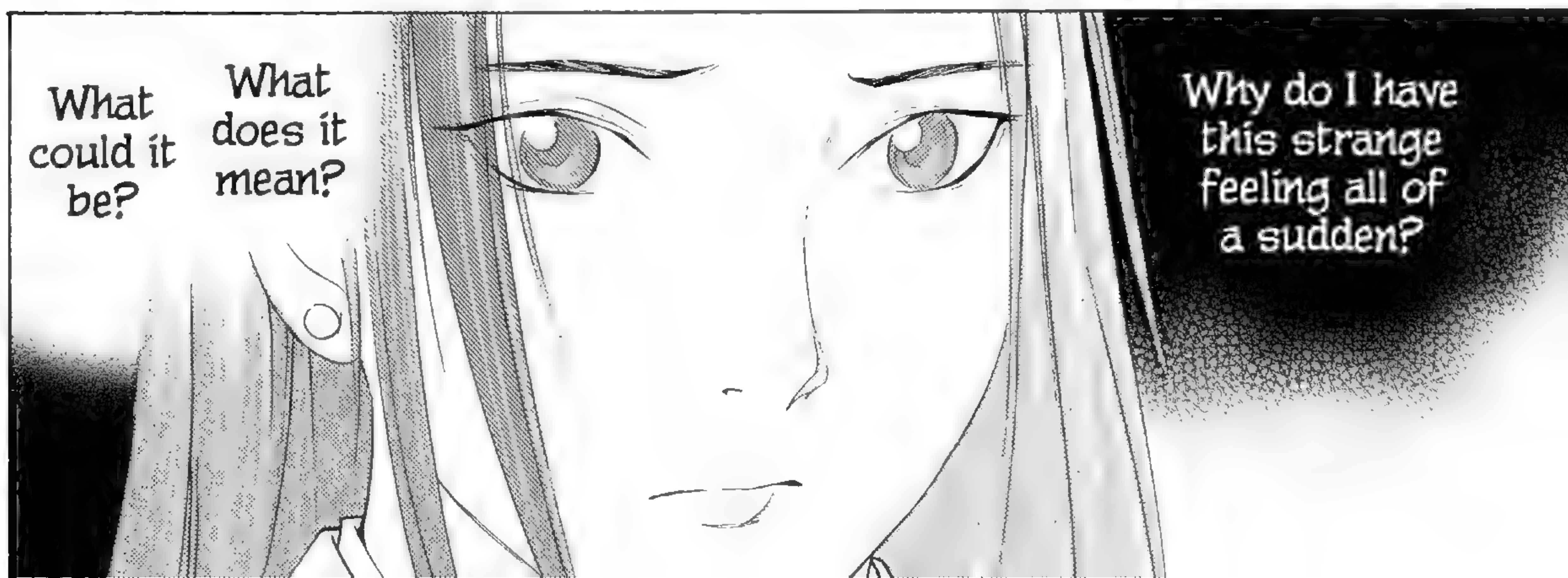


AND
SOMEDAY,
I'LL MAKE
TOYA
FORGET
ALL ABOUT
YOU!



...HIKARU
SHINDO!

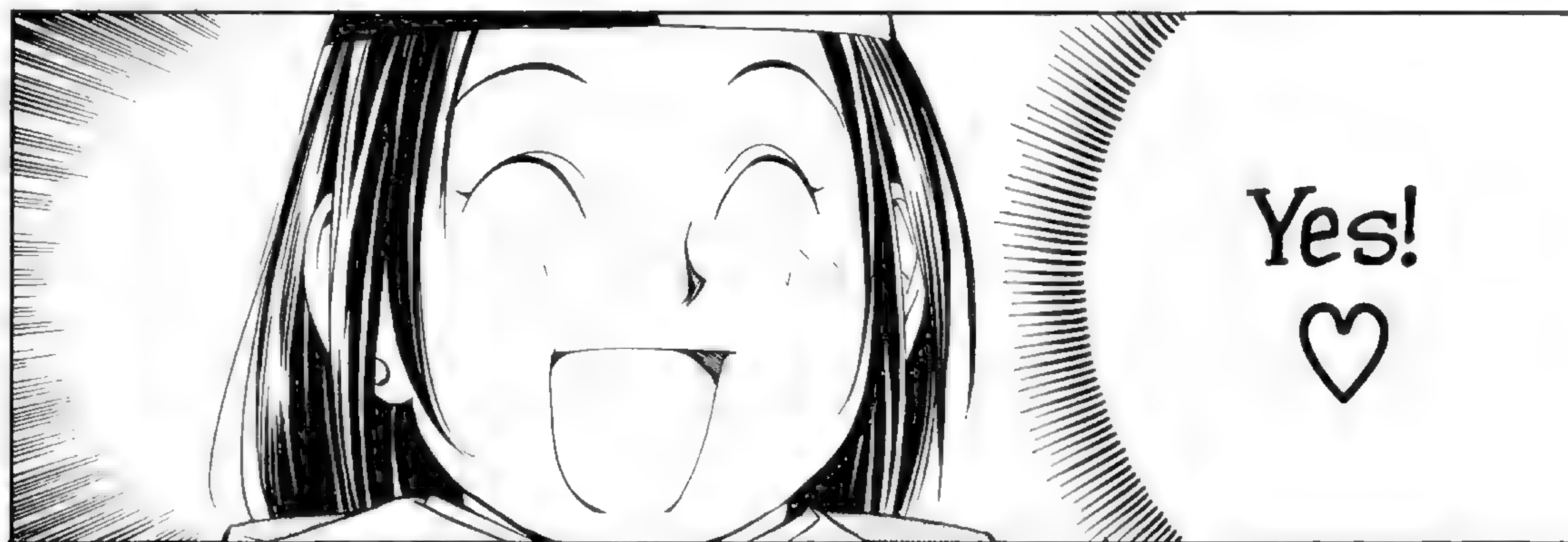
MY
NAME
IS...



What
could it
be?

What
does it
mean?

Why do I have
this strange
feeling all of
a sudden?



...WAS OBATA
SENSEI'S IDEA.



THE HAT
THAT SUYONG
HONG WORE
IN GAME 74...

HIKARU NO GO STORYBOARDS

(24)

YUMI
HOTTA



...THE ONE WHERE
SUYONG TWIRLS HIS
CAP ON HIS FINGER TO
HAVE HIKARU KNOCK IT
AWAY...I THOUGHT IT
HAD A LOT OF IMPACT.



I THOUGHT
THAT SCENE
WHERE SUYONG
OFFERS TO PLAY
A TEACHING
GAME WITH
HIKARU...

WITHOUT HIS
FAN, SAI JUST
WOULDN'T HAVE
BEEN AS
INTENSE AS HE
WAS IN GAME 5,
WHEN HE SAYS,
'THE 3-4
POINT...!'



EMPTY HANDED!

SAI'S FOLDING
SENSU FAN WAS
OBATA SENSEI'S
IDEA, TOO. I DIDN'T
INCLUDE IT IN THE
STORYBOARDS
WHEN WE
STARTED THE
MANGA.

CHECK OUT
'HIKARU NO
GO STORY-
BOARDS #2'
IN VOLUME 2!

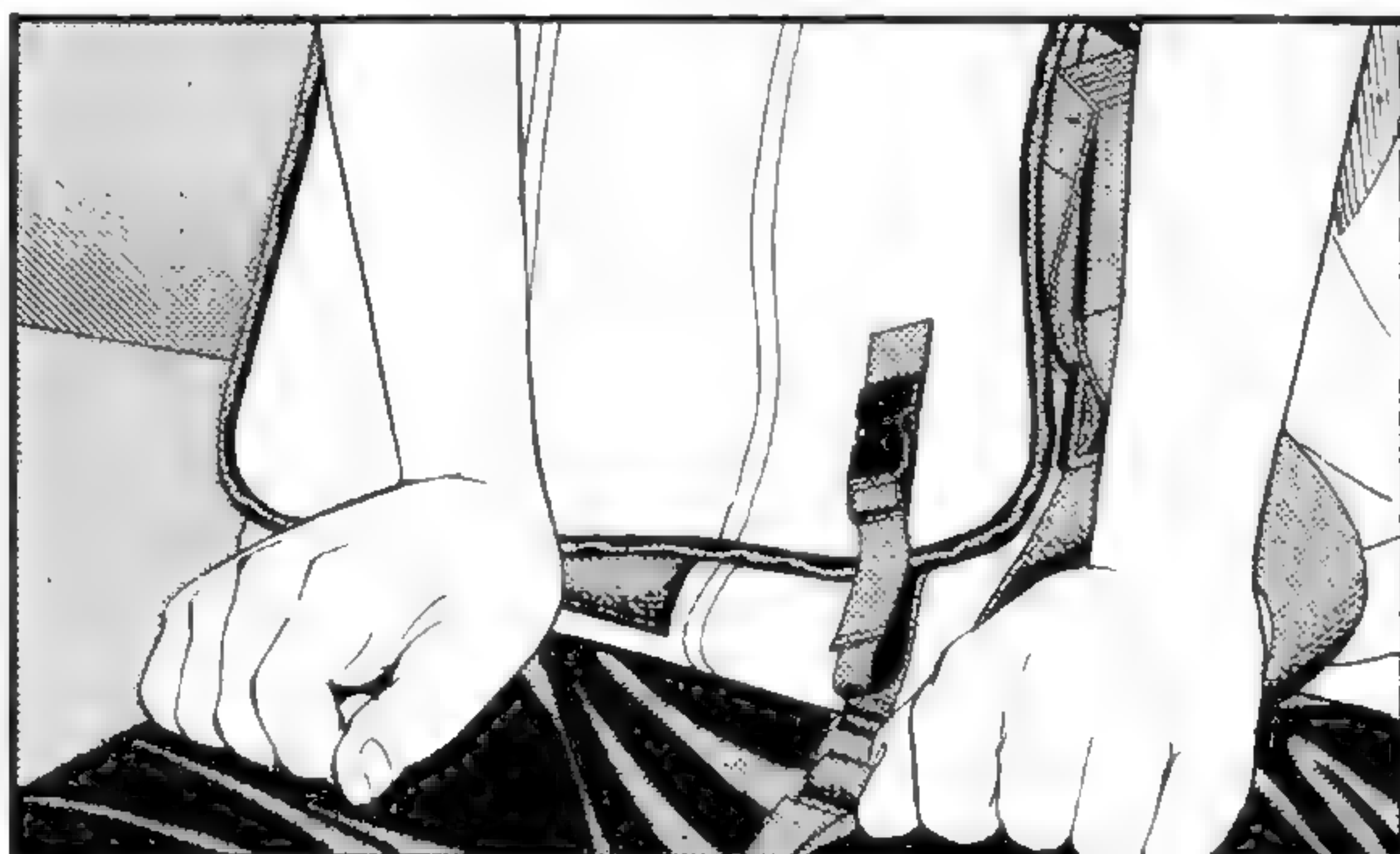
WHAT WAS IT
LIKE IN THE
ORIGINAL
STORYBOARD?



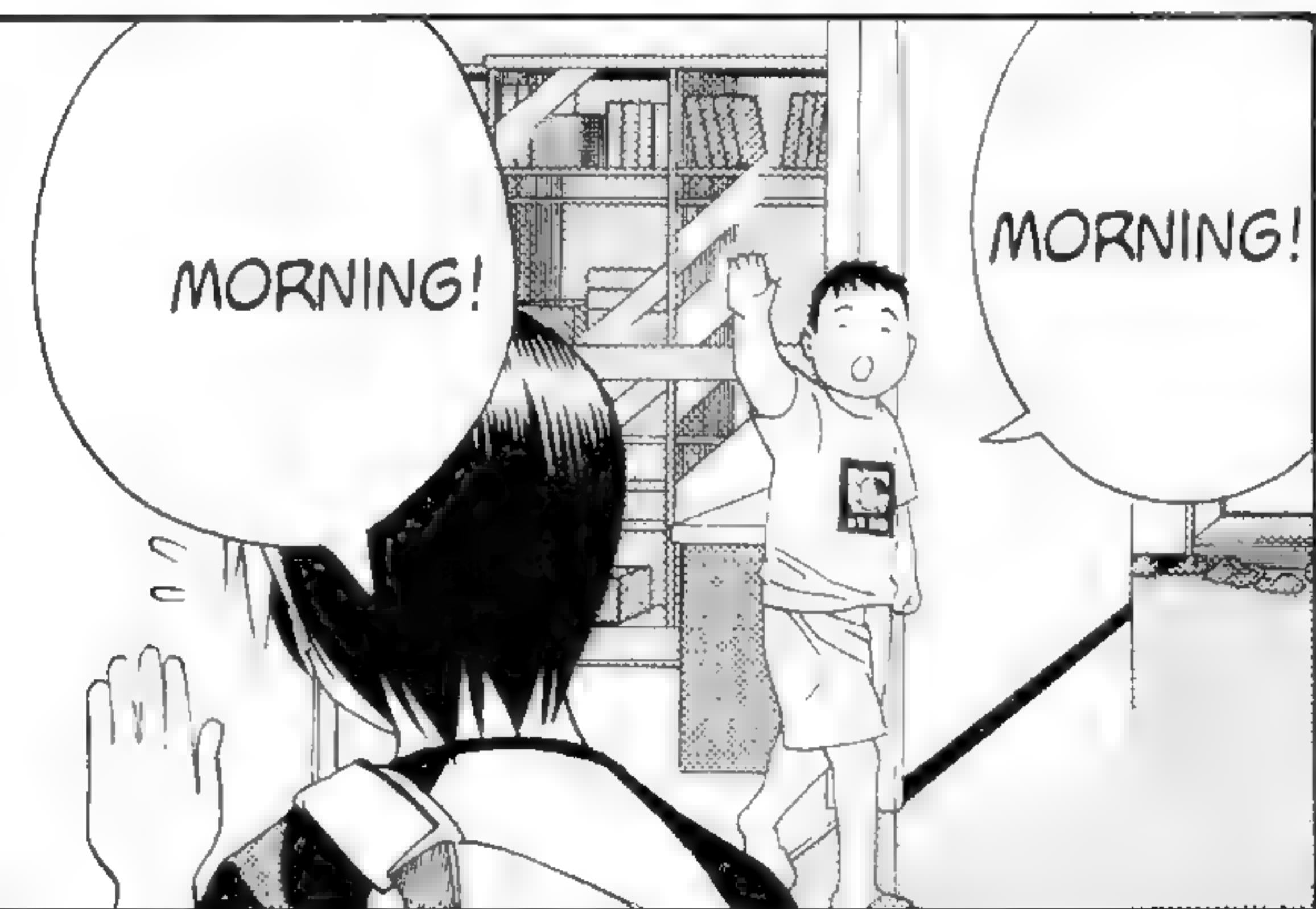
THIS IS
HOW IT
LOOKED.



Game 77
"The Pro Test Begins"



JAPAN GO ASSOCIATION
STUDY CENTER





THAT'S
NO WAY TO
SPEAK TO
YOUR
ELDERS!

OH, NO!
IT'S *YOU*!



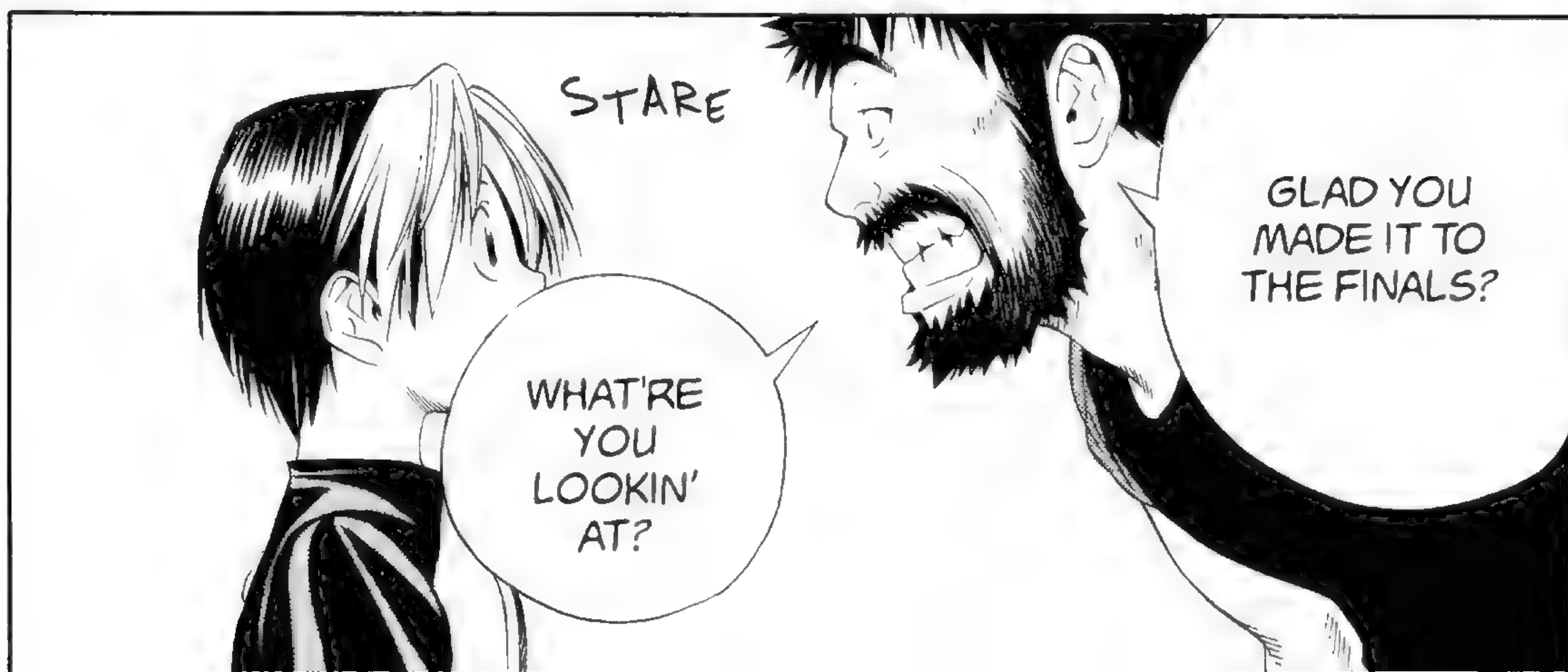
IS HE THE
GUY WHO
WAS INTIMI-
DATING
SHINDO?

PROBABLY.



THAT'S
MORE
LIKE IT.

ERR...UH...
HELLO, MR.
TSUBAKI.



STARE

WHAT'RE
YOU
LOOKIN'
AT?

GLAD YOU
MADE IT TO
THE FINALS?



WHO'S
MR.
KAWAI?

HUH?!



NOW THAT
I THINK OF
IT, YOU'RE
DEFINITELY
NOT AS
SCARY AS
MR. KAWAI.



HE'S THE
ONE WHO'S
ALWAYS DOING
THIS TO ME!



.....



HA
HA!

WHAT THE
HECK?! MESS
UP HIS HAIR,
NOT MINE!

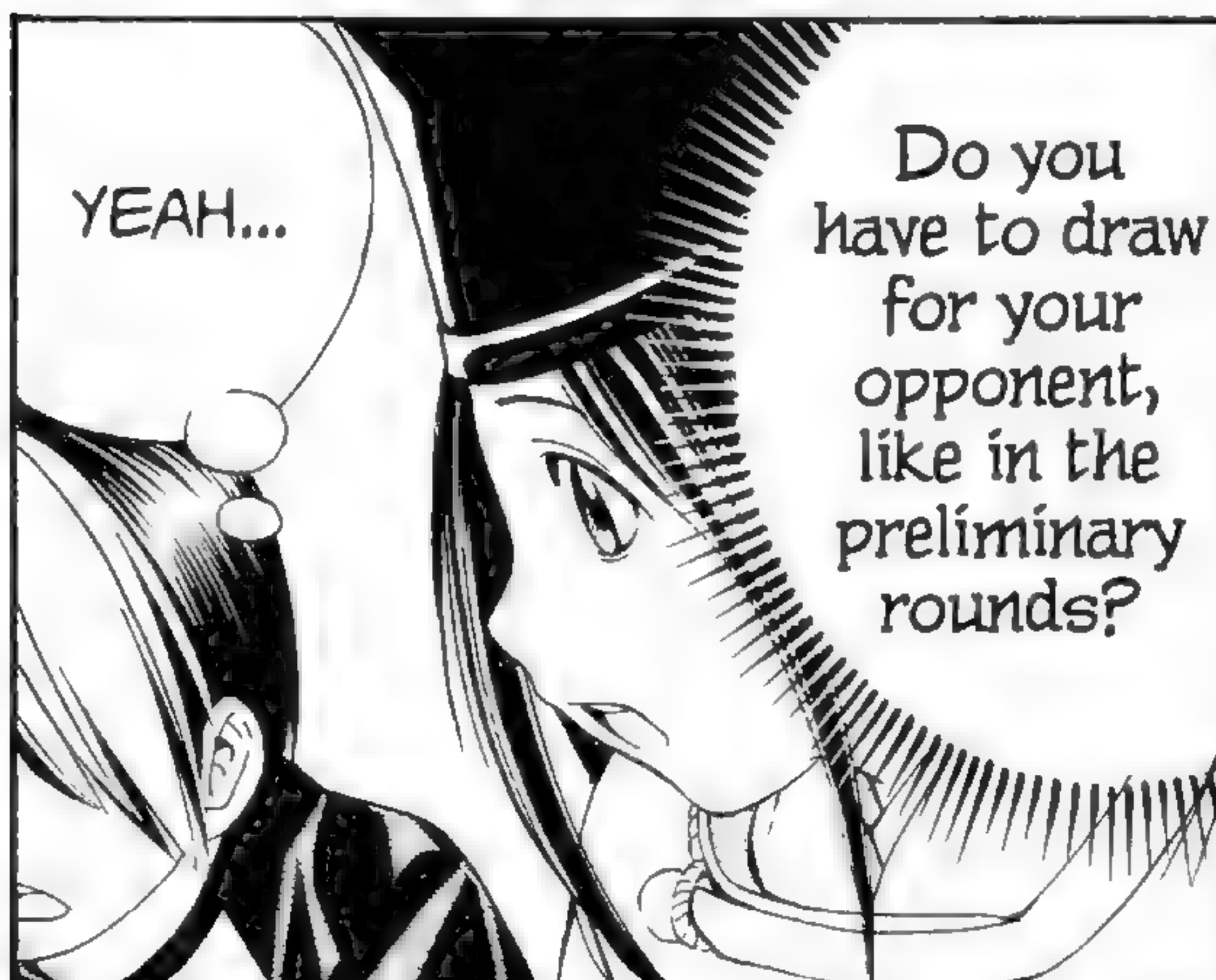
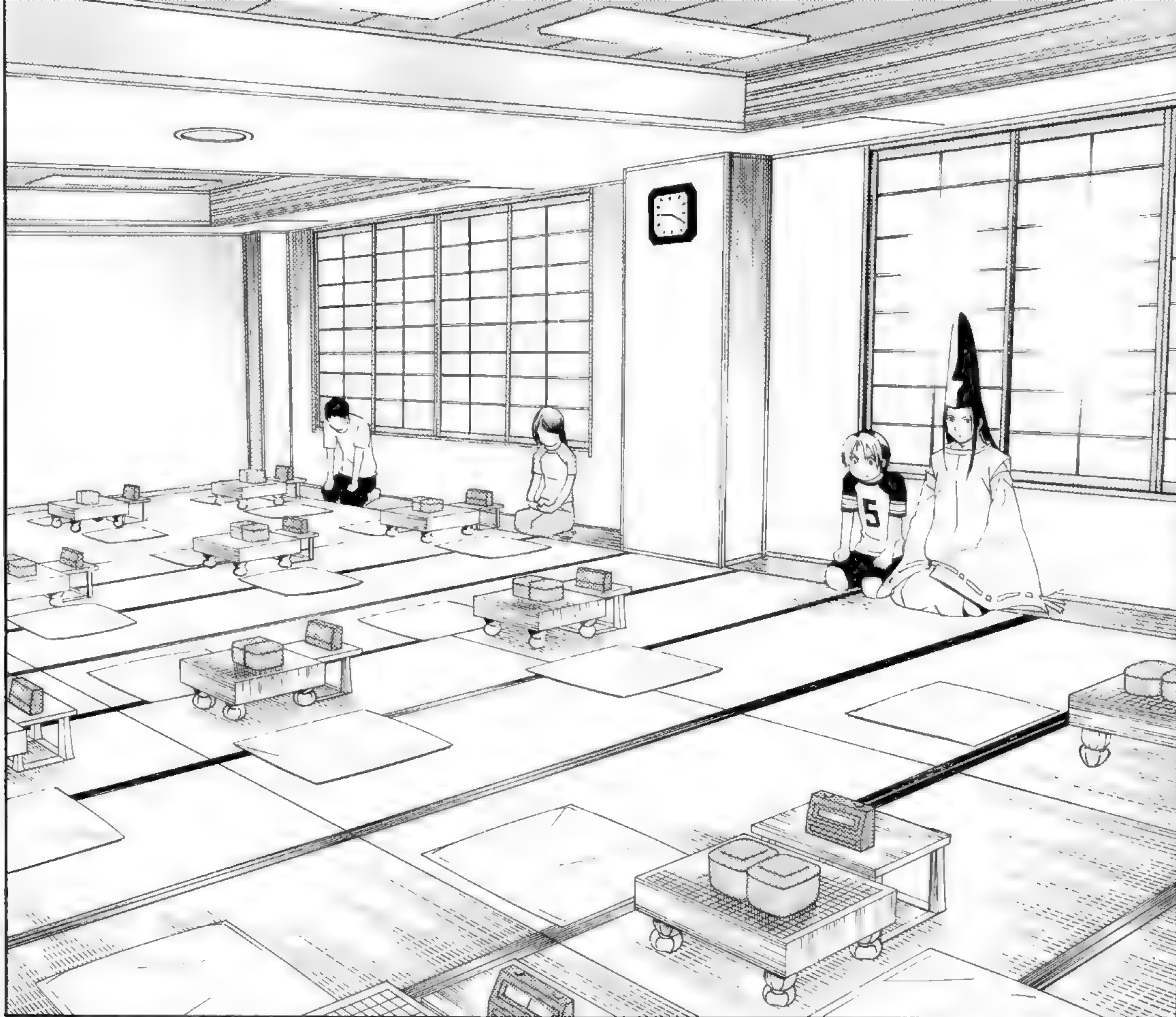
I'M TOO
SCARED OF
MR. KAWAI TO
DO THAT TO
HIM!

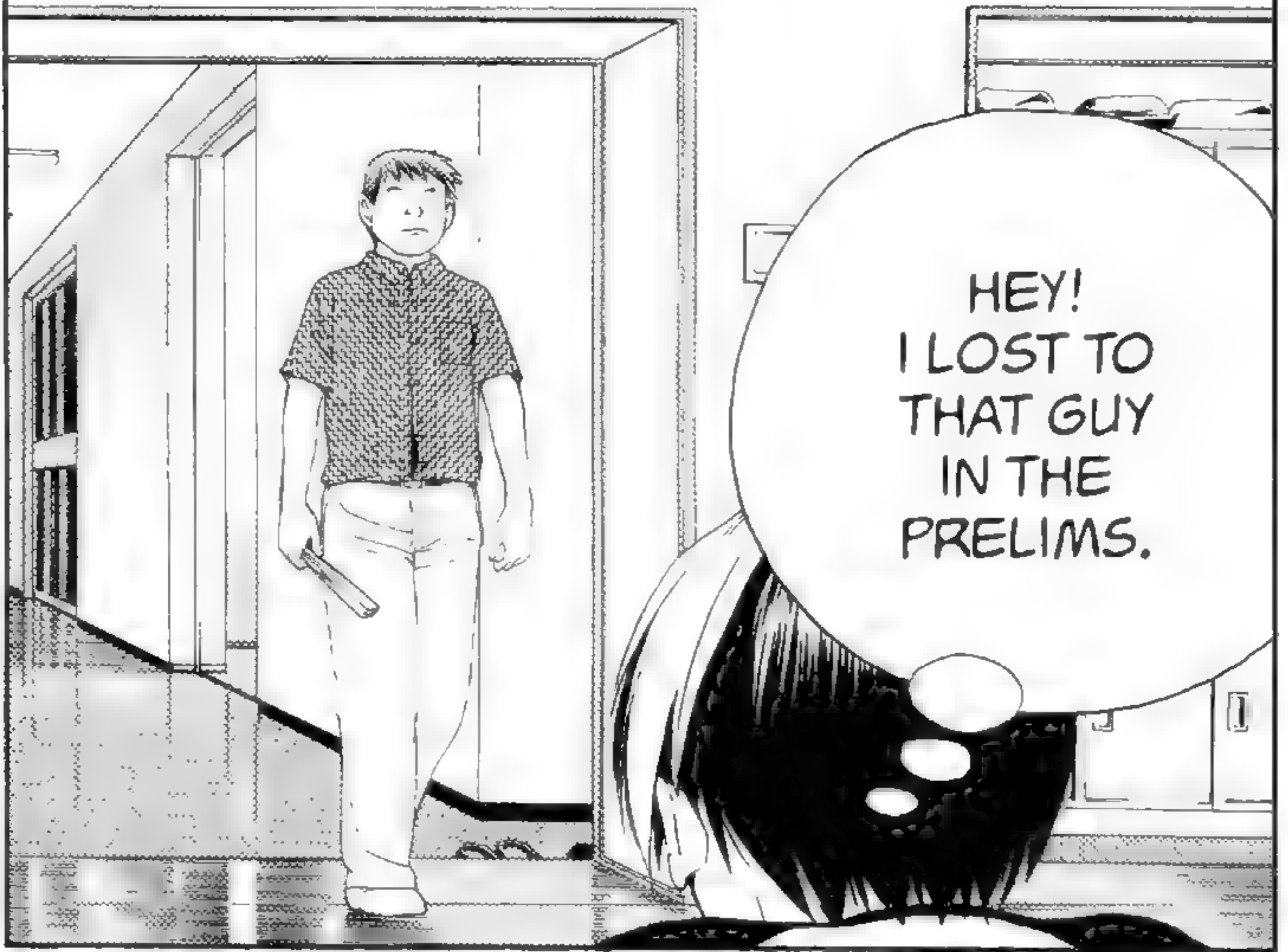


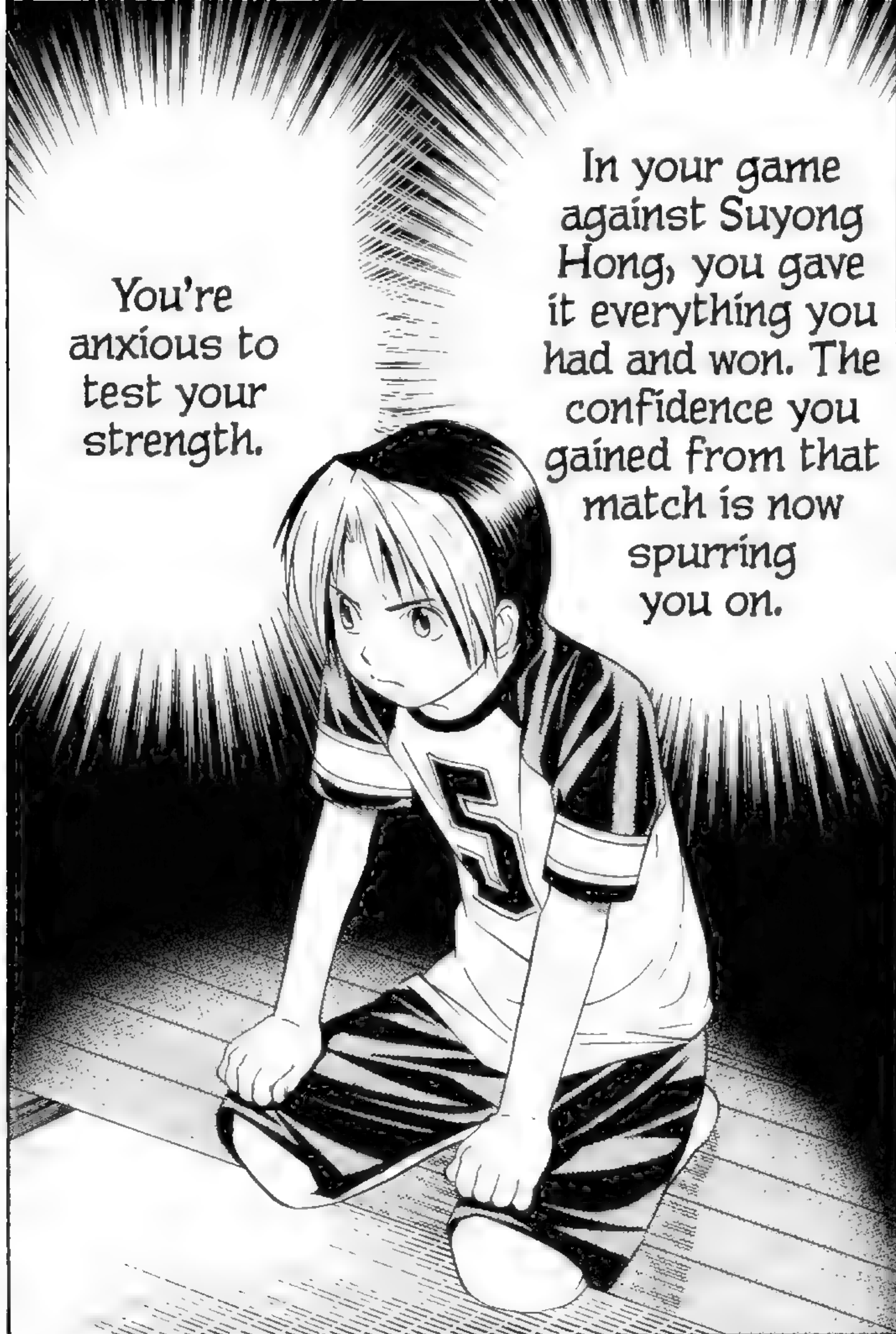
BUT WHEN
IT COMES TO
GO, YOU'RE
A MUCH
STRONGER
PLAYER THAN
MR. KAWAI.











You're
anxious to
test your
strength.

In your game
against Suyong
Hong, you gave
it everything you
had and won. The
confidence you
gained from that
match is now
spurring
you on.



You're
shaking,
but that's
not a bad
thing.

Hikaru...



IIJIMA...

HUH?



HEY,
SHINDO...



SO WHAT
IF I BARELY
MADE IT. I'M
HERE NOW,
LIKE THE
REST OF
YOU.

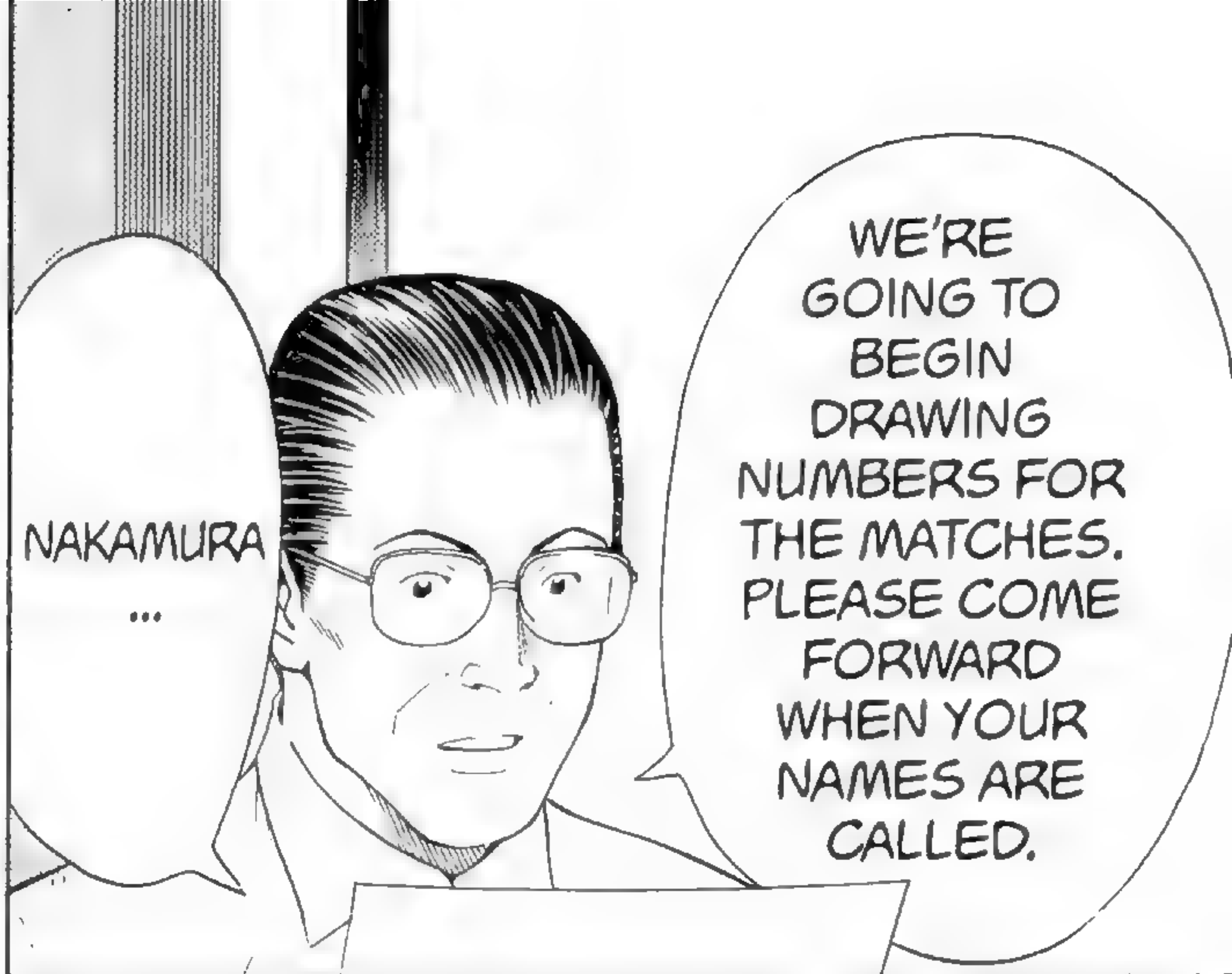


HEARD
YOU
SQUEAKED
THROUGH
TO THE
FINALS WITH
A BYE.





HAYASHI...



NAKAMURA

...

WE'RE GOING TO BEGIN DRAWING NUMBERS FOR THE MATCHES. PLEASE COME FORWARD WHEN YOUR NAMES ARE CALLED.



LET'S SEE. NAKAMURA, NUMBER FOUR...

I'M NUMBER FOUR.

SASAKI...



ONCE YOU HAVE YOUR NUMBER, YOU PLAY EVERYONE IN THE ORDER OF THE PAIRINGS CHART.

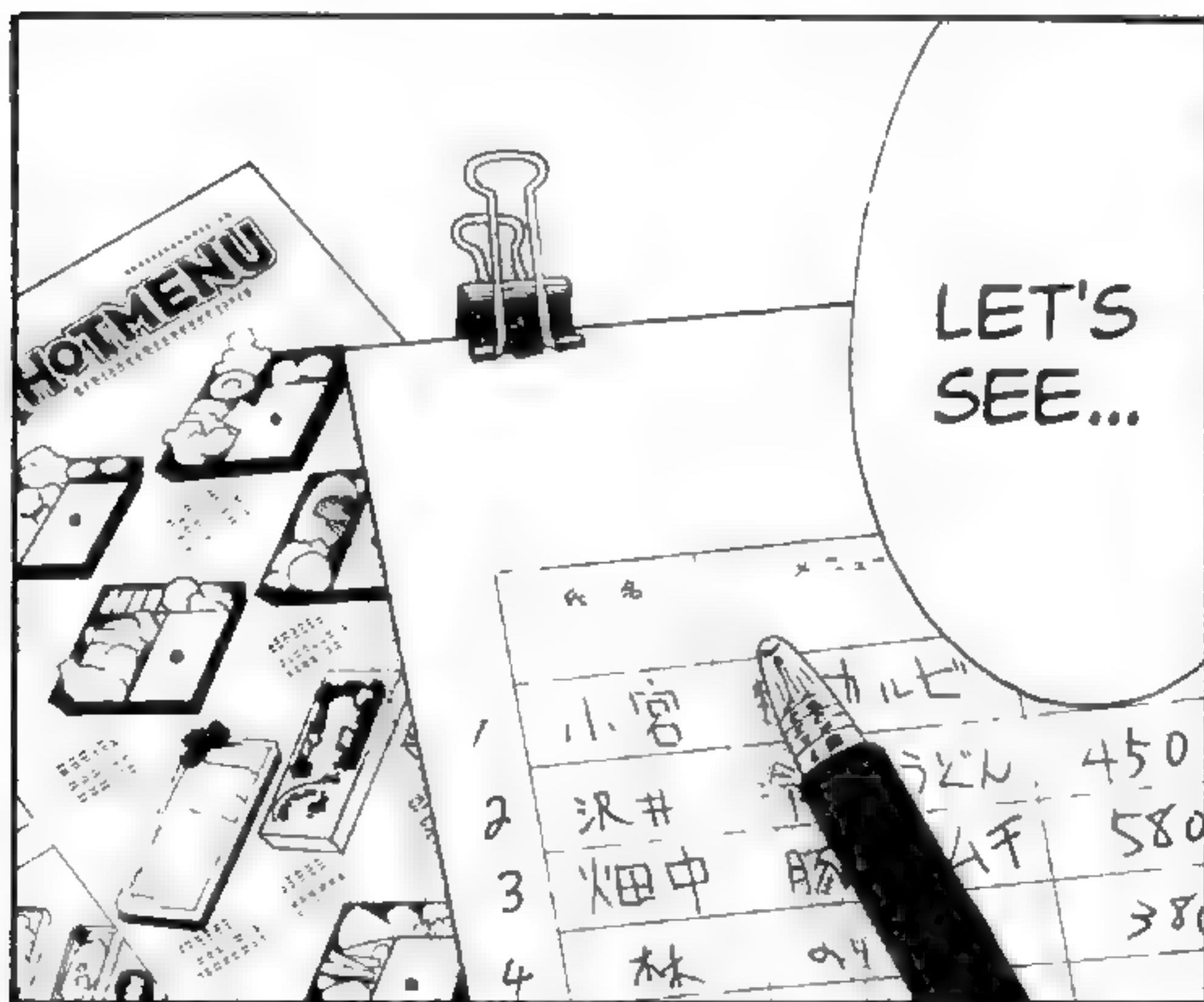


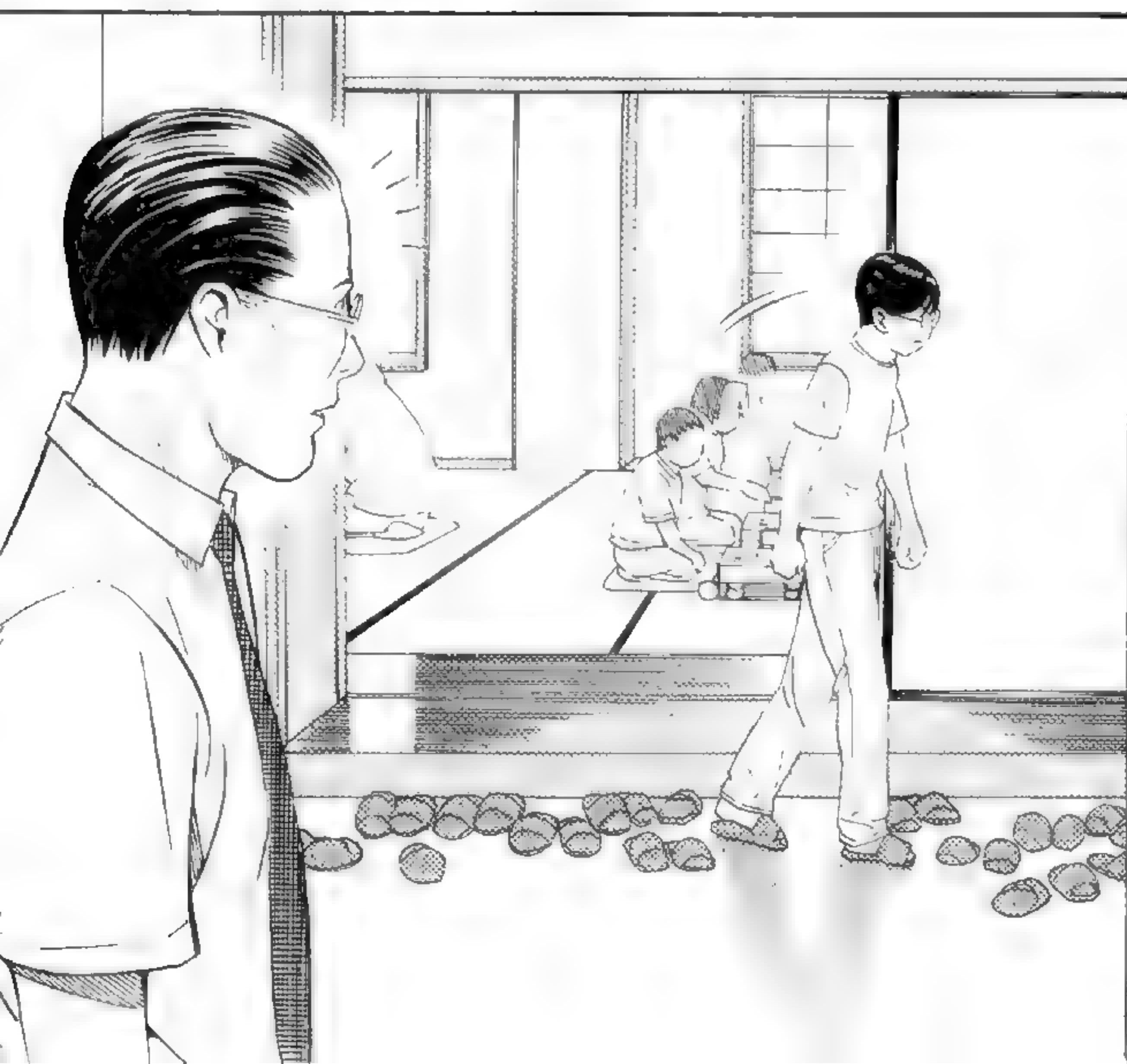
AFTER THAT, THE PAIRINGS ARE ALREADY SET UP.

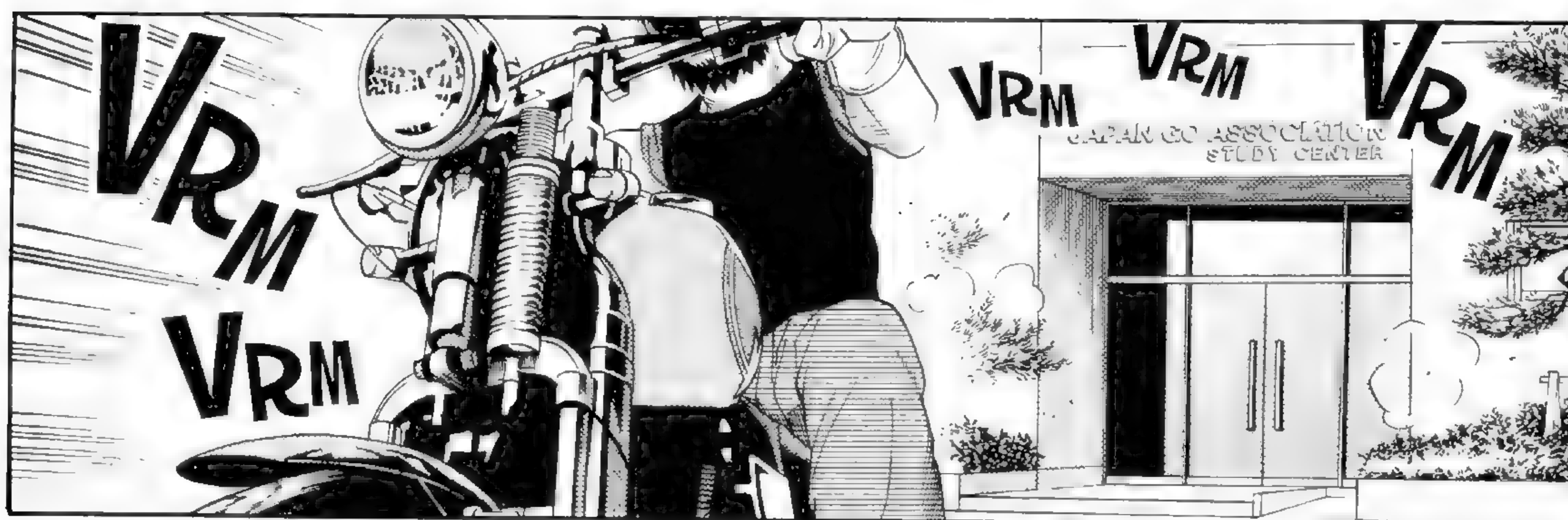
WE ONLY DRAW NUMBERS ON THE FIRST DAY.

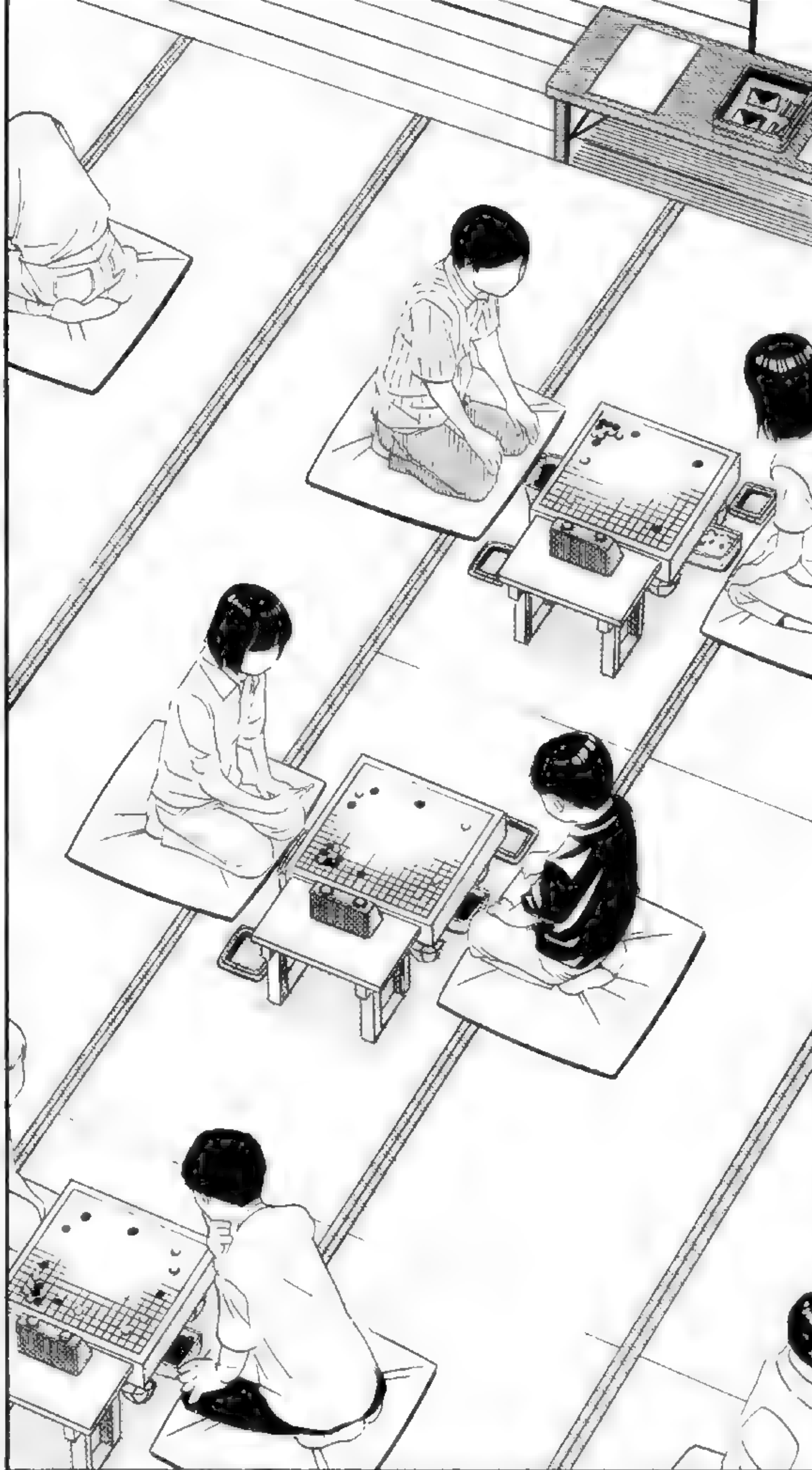




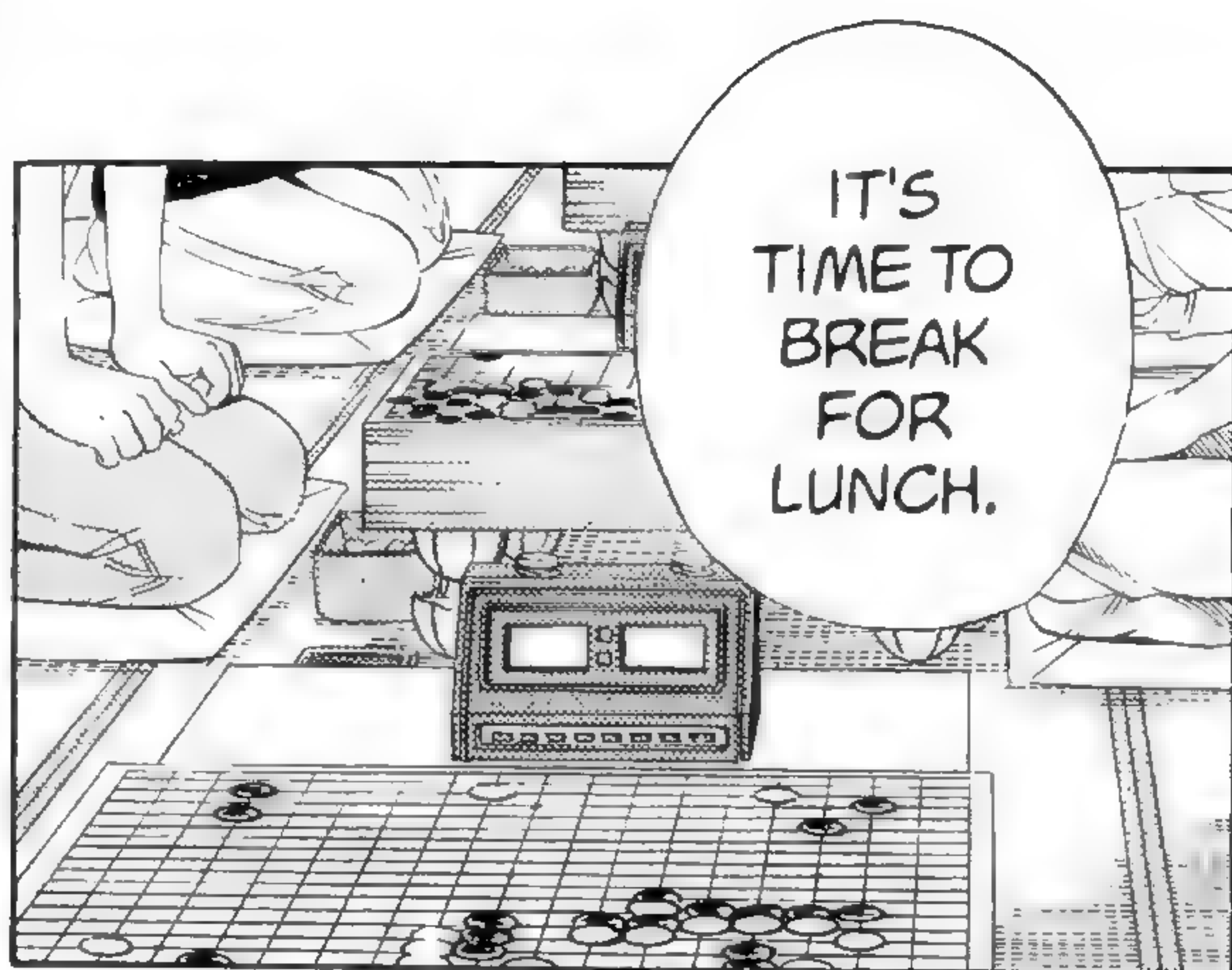


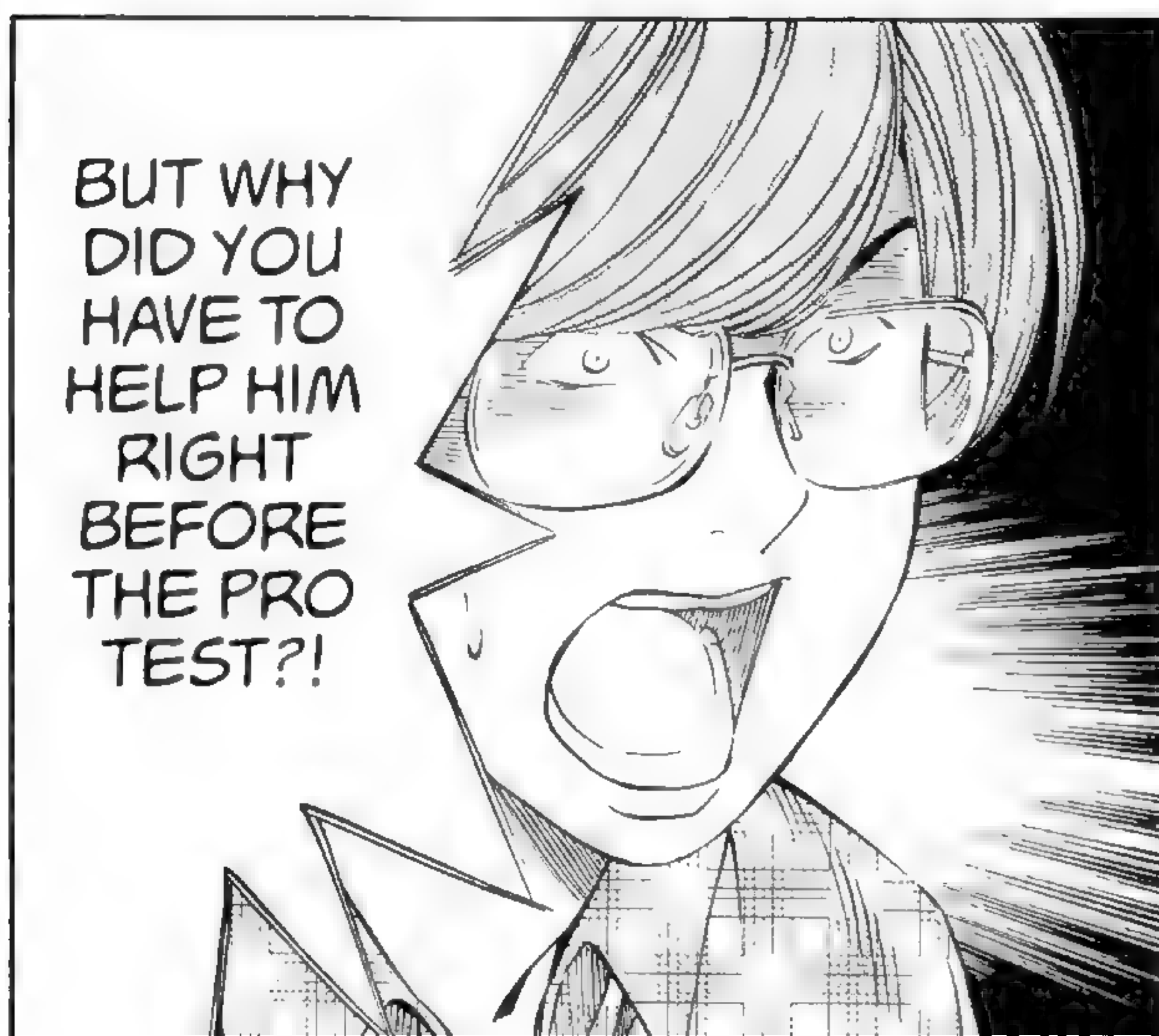
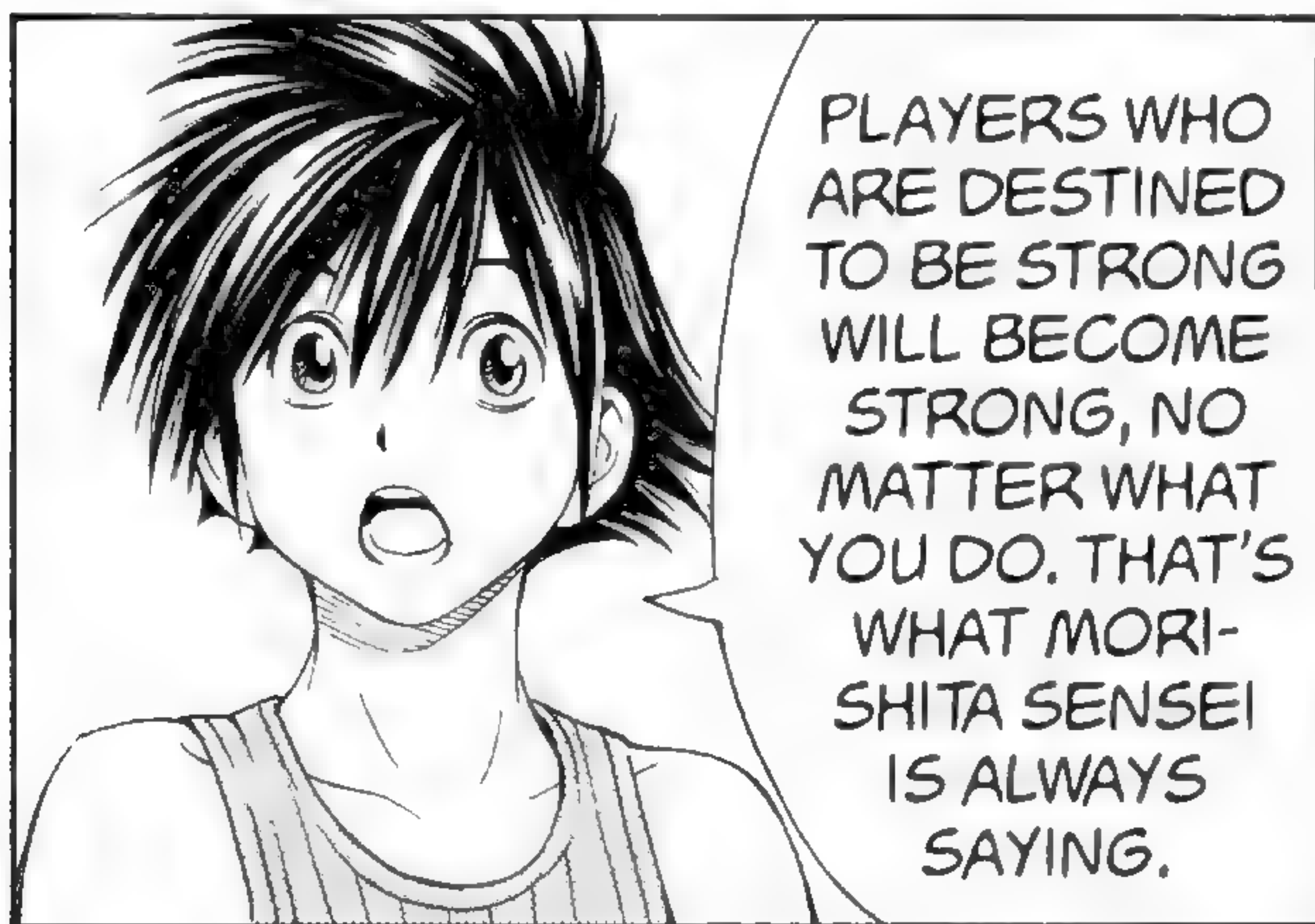


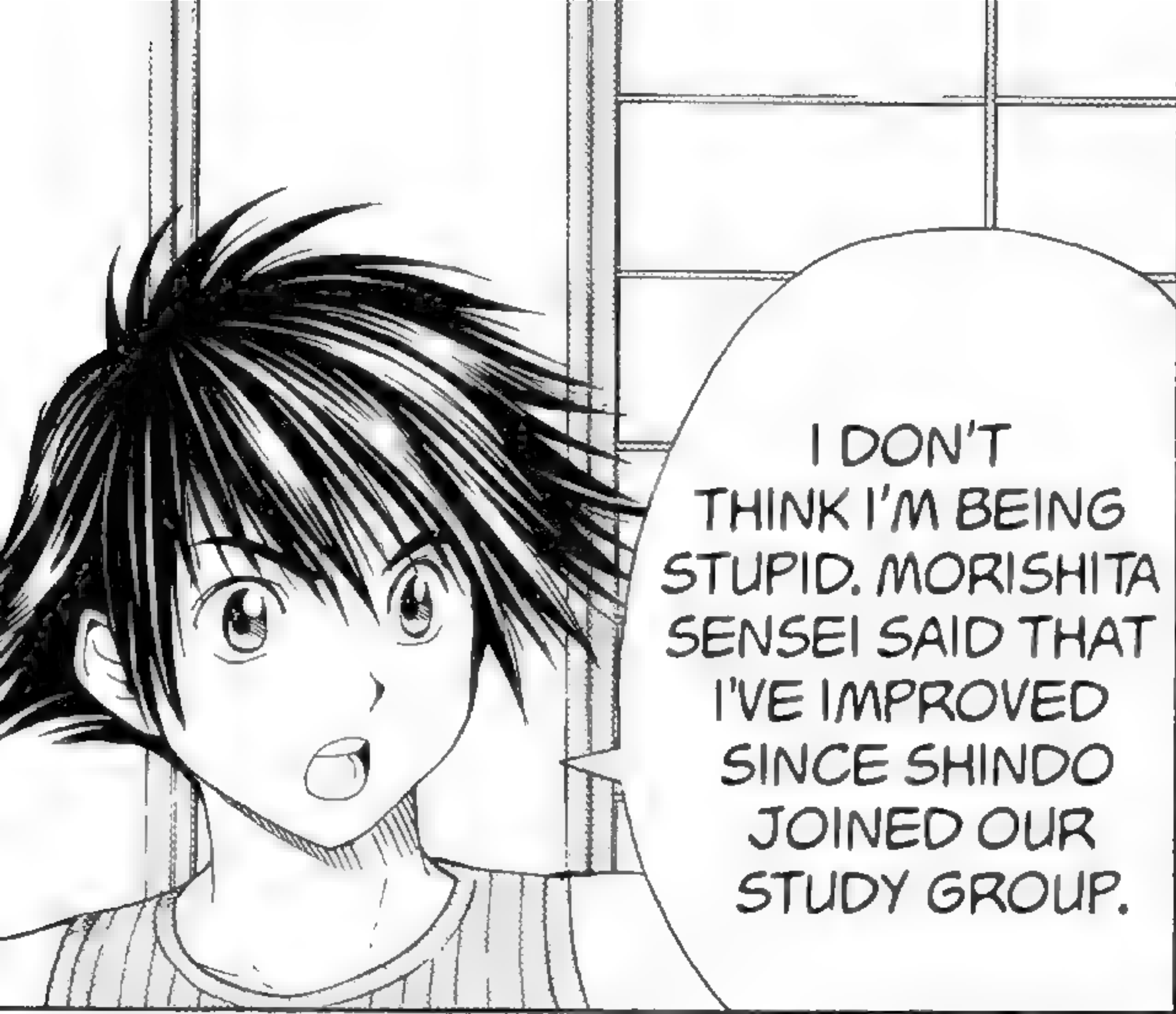












I DON'T
THINK I'M BEING
STUPID. MORISHITA
SENSEI SAID THAT
I'VE IMPROVED
SINCE SHINDO
JOINED OUR
STUDY GROUP.



HOW
COULD
YOU BE
SO
STUPID?!



LET'S GO
LOOK AT
THE
PAIRINGS
CHART.



I THOUGHT SO, TOO.
YOU'VE DEFINITELY
IMPROVED SINCE WE
STARTED HELPING OUT
SHINDO.

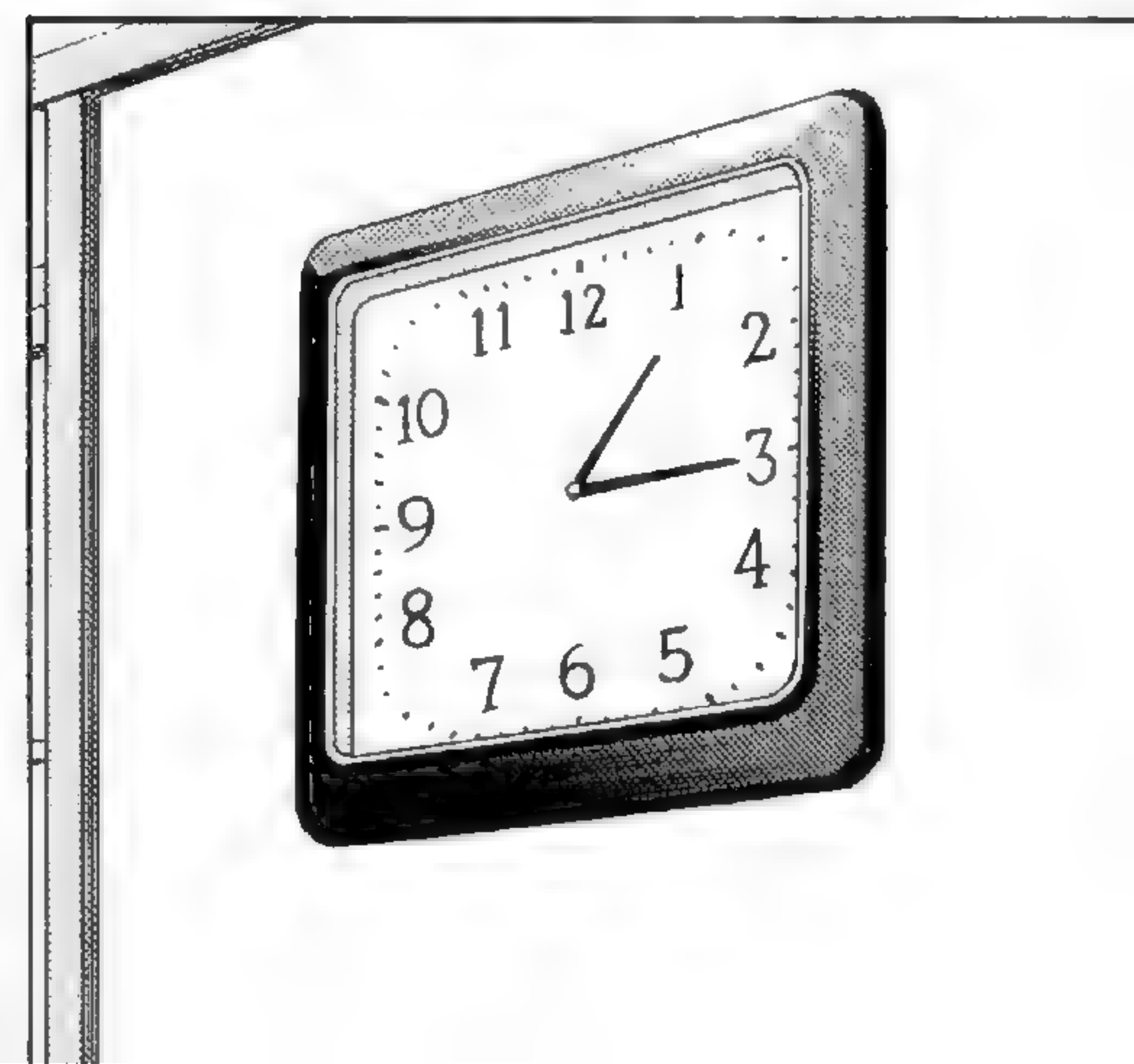
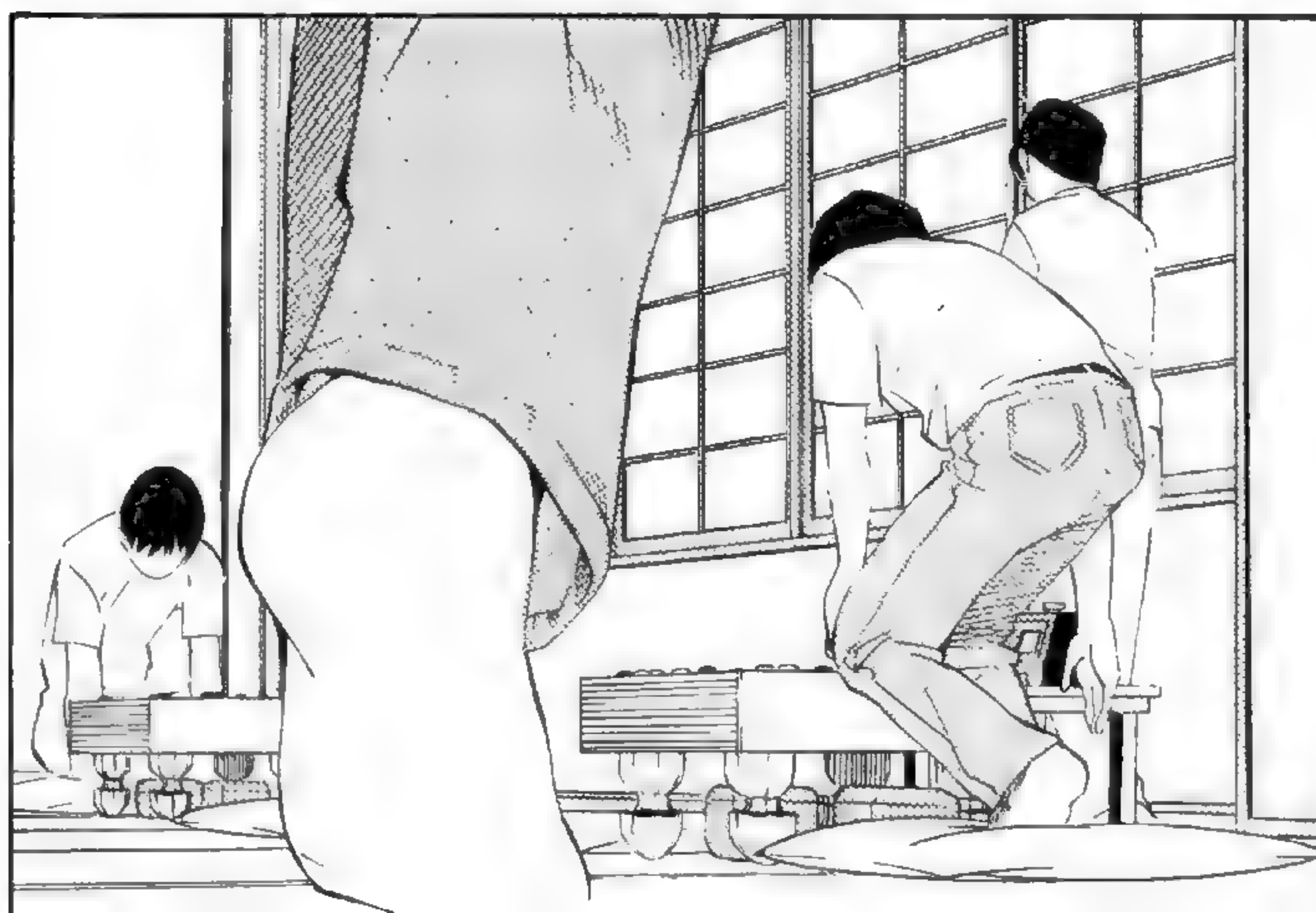
REALLY?!
I'M PLAYING
PRETTY WELL.
I MIGHT JUST
TURN PRO
THIS YEAR!

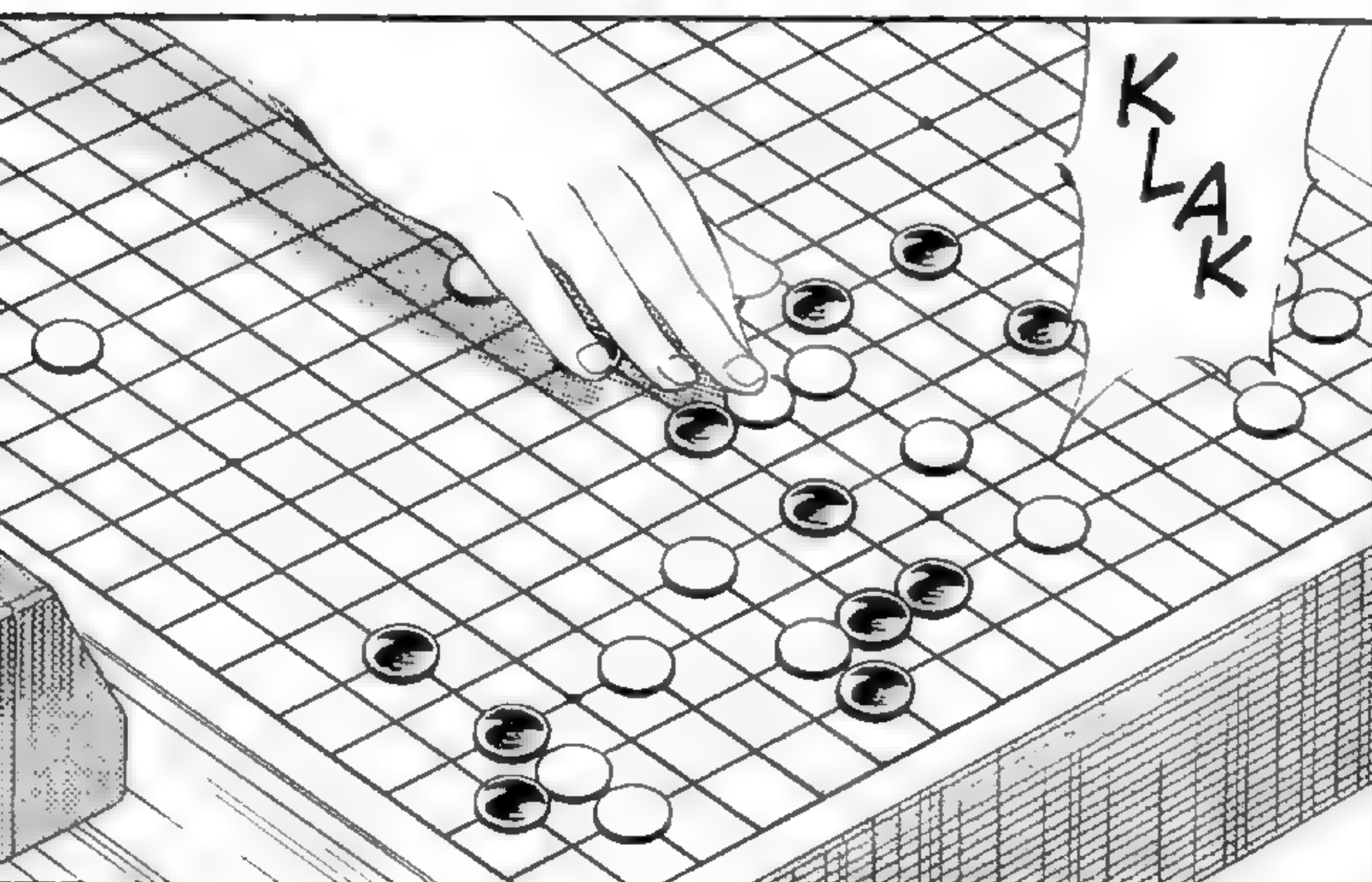


HMM...
I PLAY
SHINDO IN
MATCH 12,
AND MY NEXT
GAME WITH
YOU.

AND
I PLAY
YOU IN
MATCH 13.

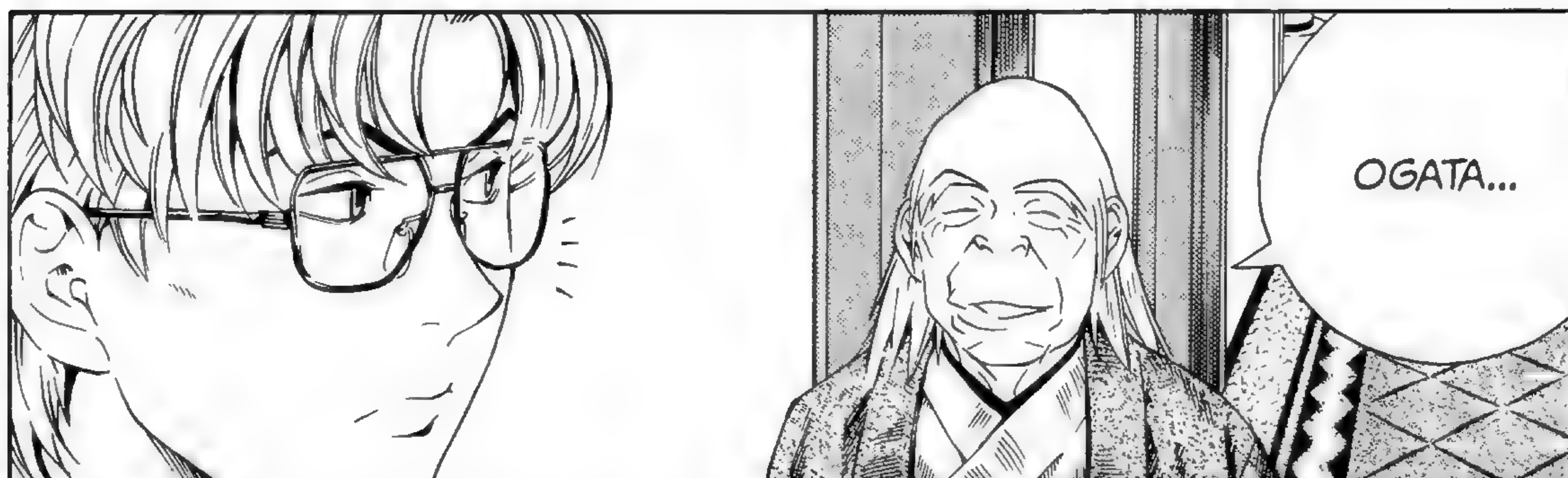
I PLAY
SHINDO
ON THE
SECOND
TO LAST
DAY.



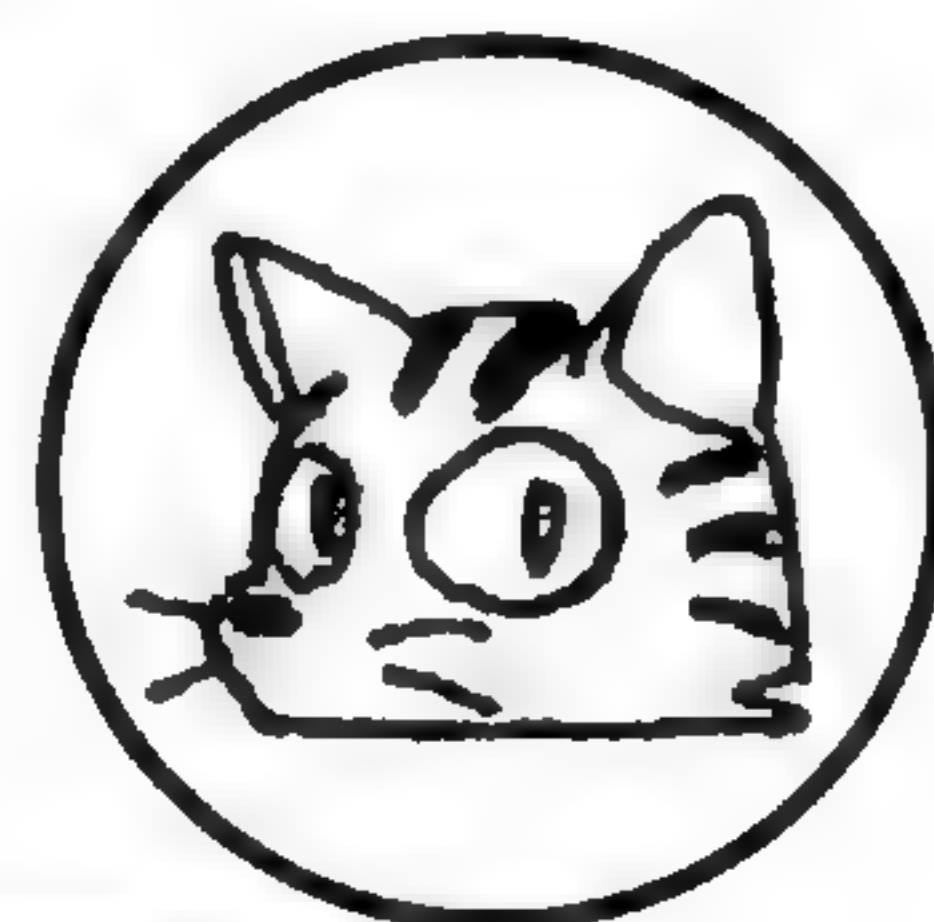


A WORD ABOUT HIKARU NO GO

PROFESSIONAL PLAYERS IN JAPAN



THAT'S OGATA 9 DAN AND KUWABARA HON'INBO IN THE ABOVE PANEL. ALL OF THE PROS THAT APPEAR IN *HIKARU NO GO* ARE JAPANESE, BUT JAPAN ACTUALLY HAS MANY TAIWANESE, KOREAN AND CHINESE PROS. THIS IS BECAUSE JAPAN USED TO BE THE ONLY COUNTRY THAT HAD A PROFESSIONAL GO ORGANIZATION. BUT AFTER PROFESSIONAL ORGANIZATIONS WERE ESTABLISHED IN OTHER COUNTRIES, FEWER FOREIGN PLAYERS WENT TO JAPAN. PERHAPS MORE AMERICAN AND EUROPEAN PLAYERS WILL NOW START COMING TO JAPAN.



Game 78: "Winning Streak"

I RESIGN...

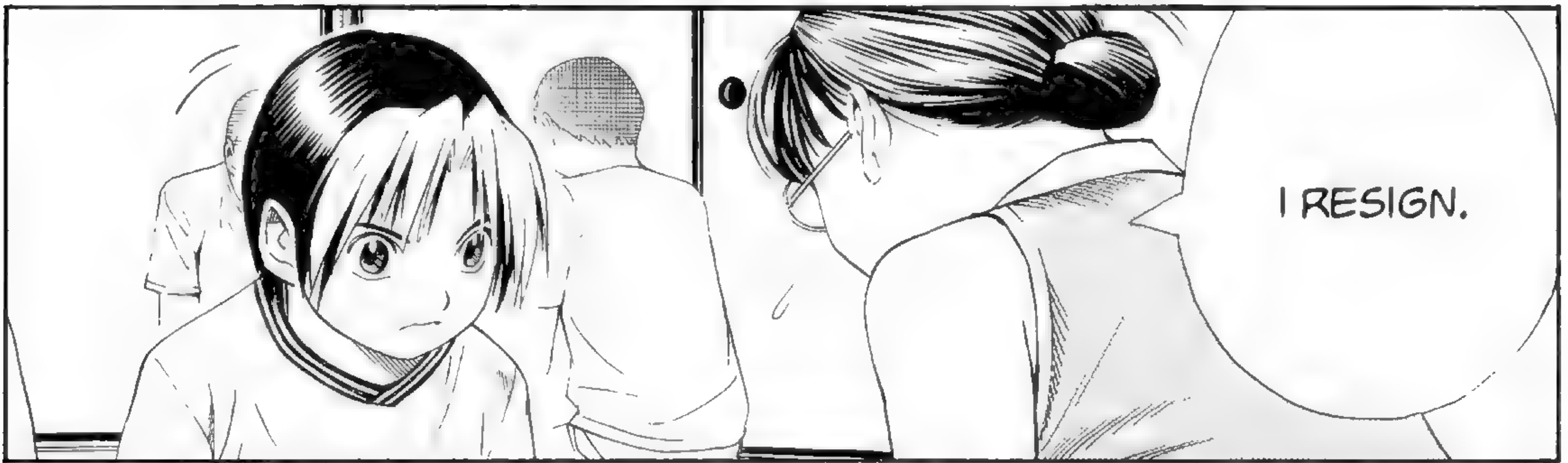
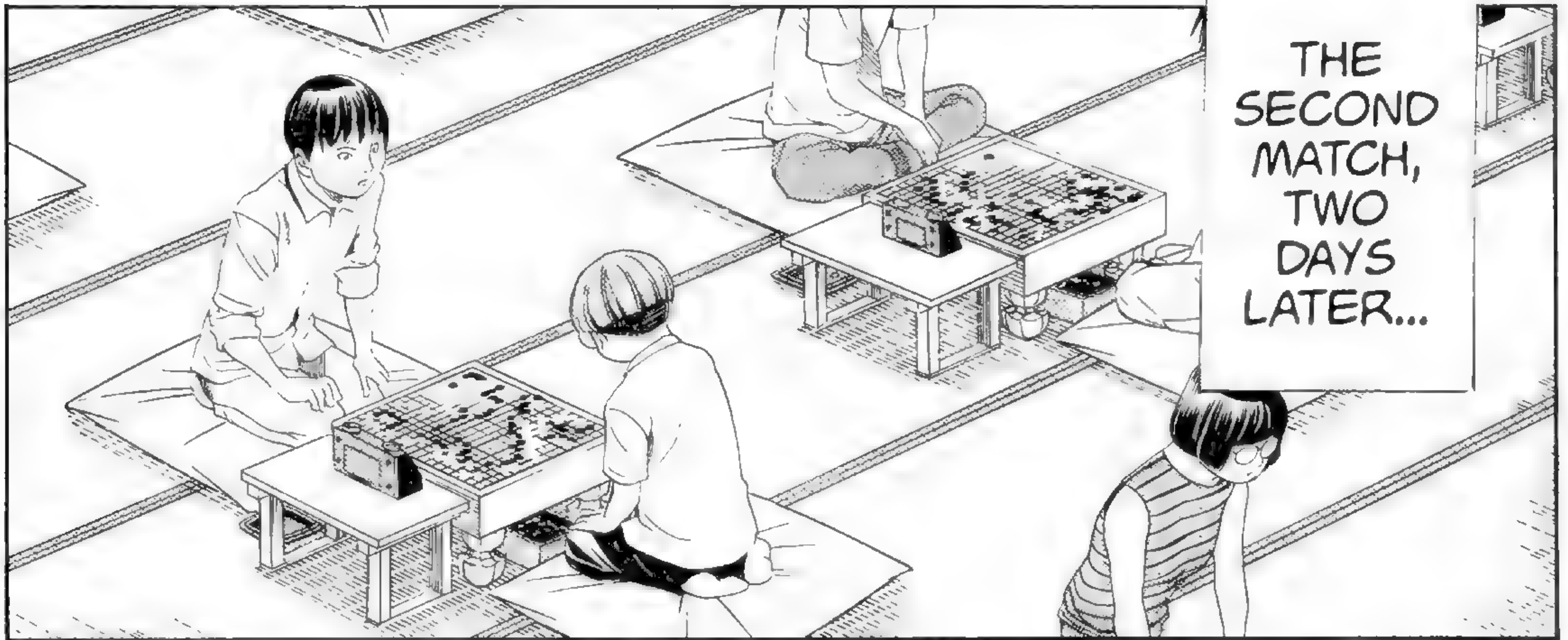




Game 78 "Winning Streak"









...
SHINDO
?!

THE ONLY
PLAYERS
UNDEFEATED
SO FAR ARE
ME, ISUMI,
WAYA AND...



I'M STILL
GOING TO
PASS THE
TEST AND
WIN ALL
MY
GAMES.

OH WELL,
IT DOESN'T
MATTER.



THE
FIFTH
MATCH...



I RESIGN...

THE
SIXTH
MATCH...

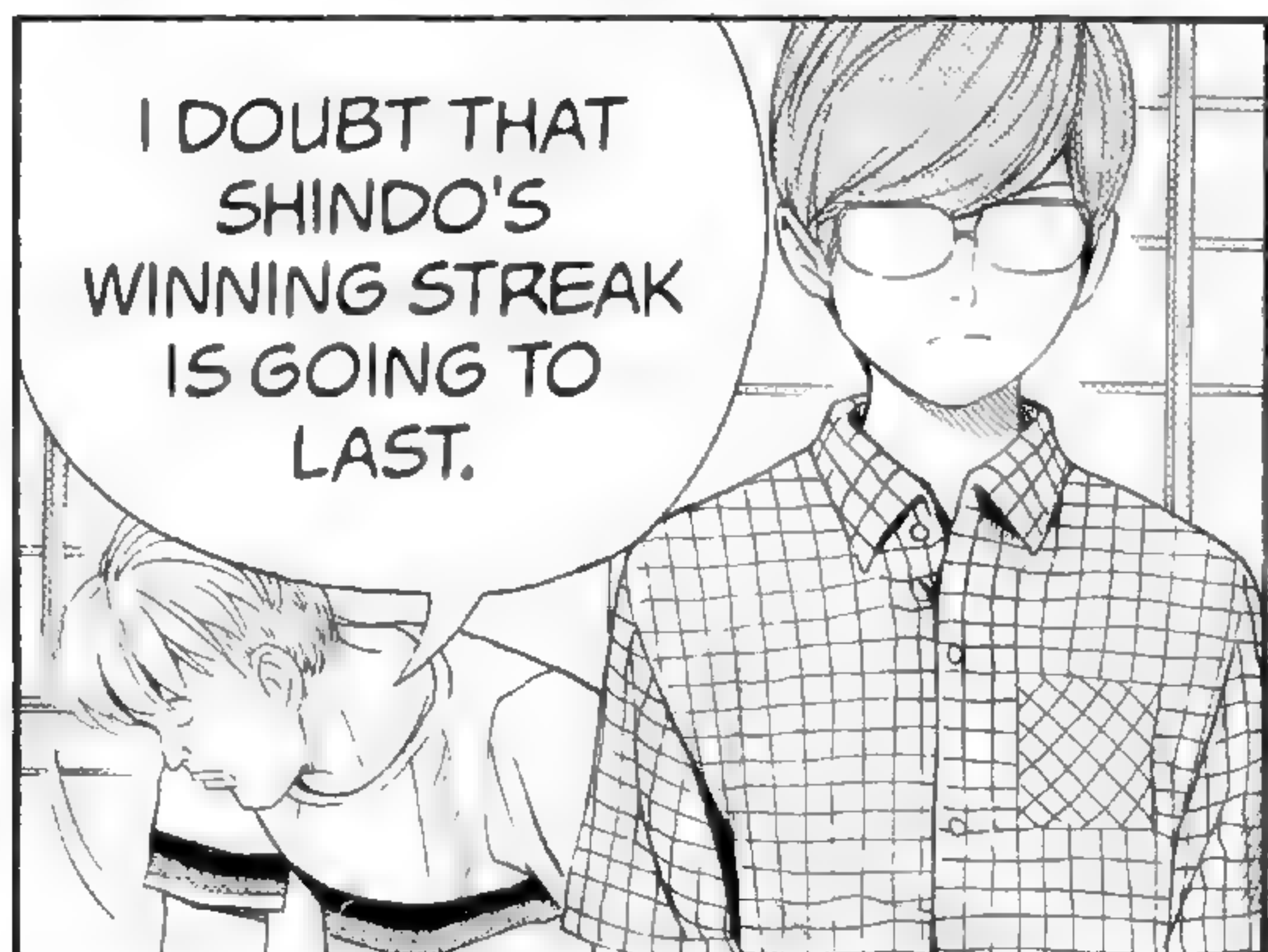


I
RESIGN.

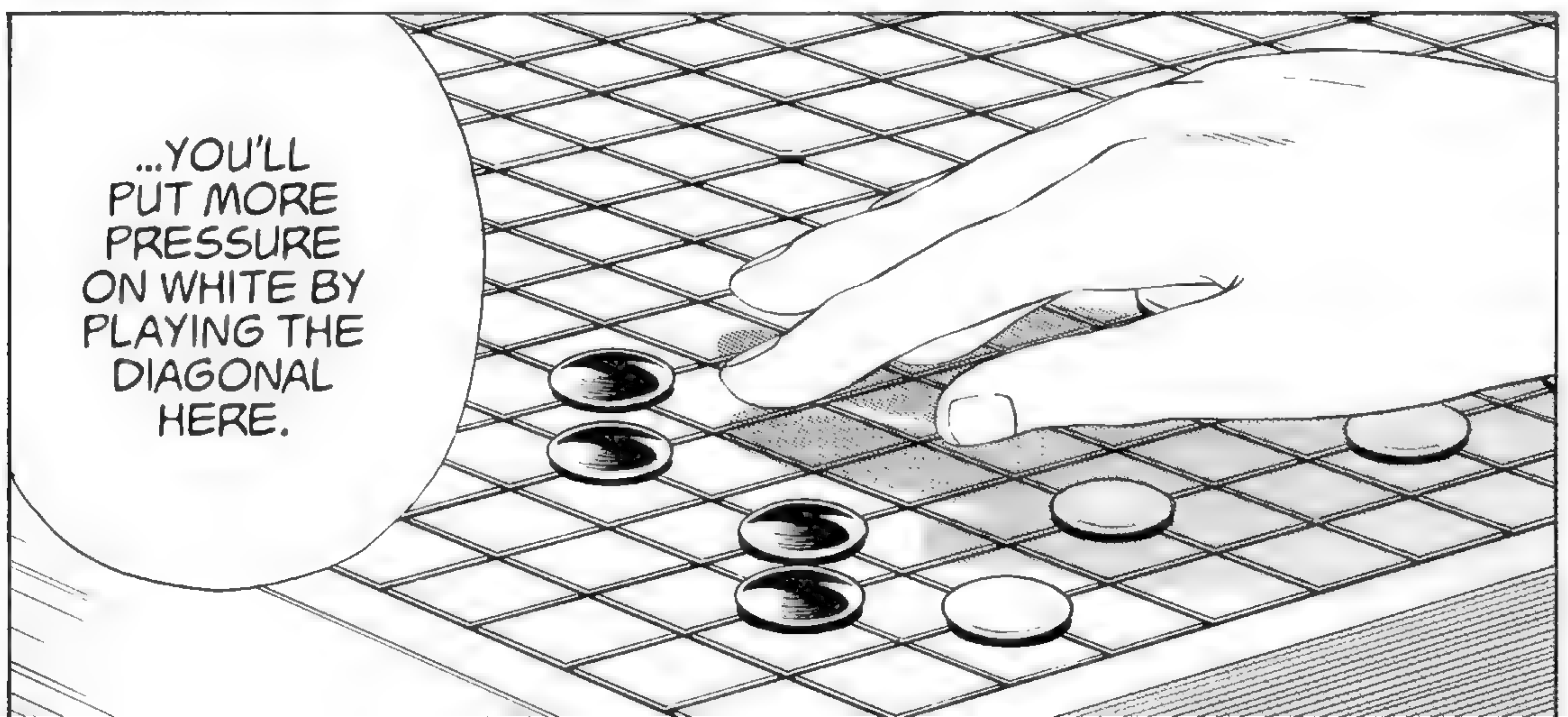
I RESIGN.

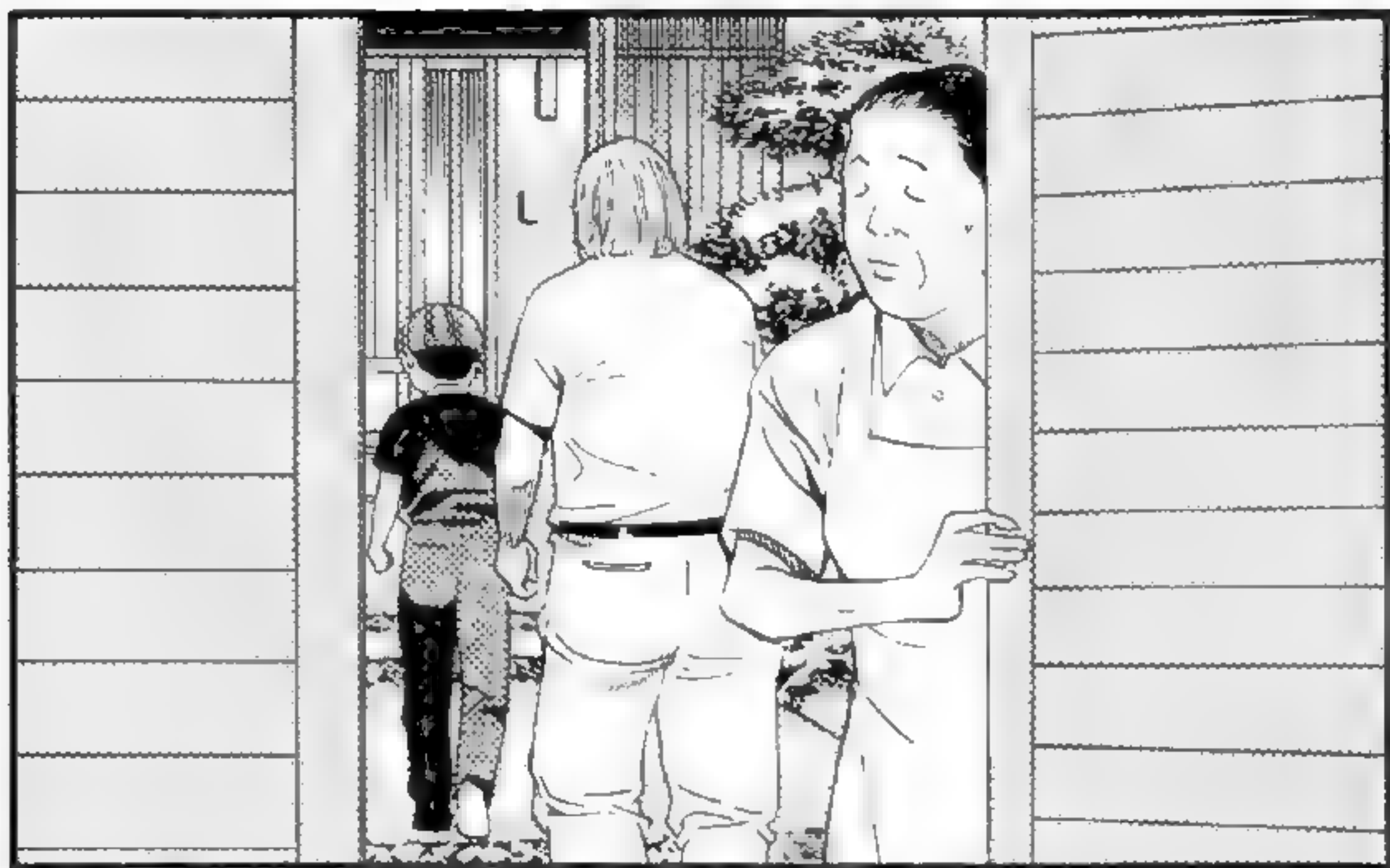
I RESIGN.





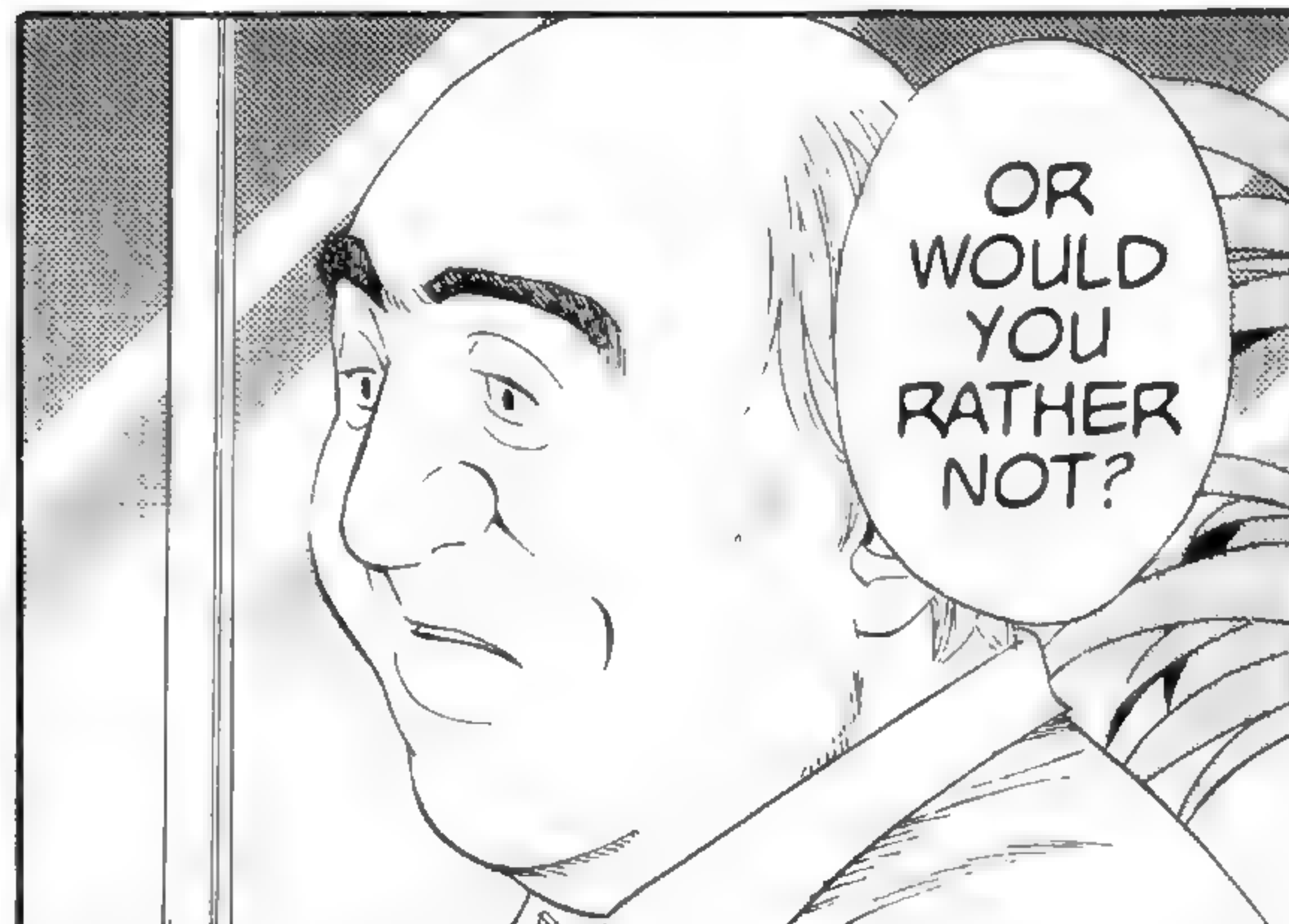














I LOST IN
THE THIRD
ROUND OF THE
YOUNG LIONS
TOURNAMENT
AND DIDN'T
GET THE
CHANCE.



I'VE NEVER
PLAYED
TOYA 2
DAN.



...WHICH
MEANS
WE'LL BE
RIVALS.
I'M SURE
WE'LL
FACE
EACH
OTHER.

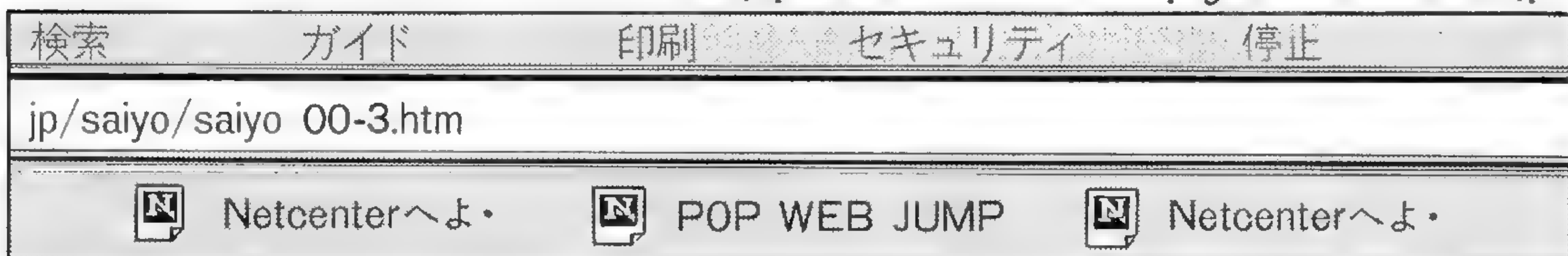
ONCE I
BECOME
A PRO,
WE'LL
BOTH BE
IN THE
LOWER
RANKS...

I'VE
ALWAYS
WANTED
THE
OPPORTU-
NITY TO
COMPETE
AGAINST
HIM.





The Japan Go Association homepage (www.nihonkiin.or.jp)



THE 2001 PROFESSIONAL GO TEST IN TOKYO

THE PRO TEST FINALS



SIX
STRAIGHT
WINS?!



KOMIYA EIJI	16	5	1	FUKUI	HINO	TSUBAKI	ISUMI	NAKAN
NAKAMURA TAKASHI	14	2	4	KITAHARA	SAWAI	HINO	TSUBAKI	KOMIY
OSHIMA HIROSHI	20	3	3	ISOBE	KITAHARA			IBAH
TAKAKURA NOBUYUKI	15	3	3	MIURA	IS			
SHINDO HIKARU	13	6	0	ITJIMA				
FUKUI YUTA	12							
KANEDA JUN	1							
TATEYAMA KOSHI	2							
NASE ASUMI	16							
HONDA TOSHINORI	17							

AND SHINDO IS ONE OF THEM.

BUT ONLY FOUR PLAYERS HAVE MADE IT THIS FAR WITHOUT A LOSS.

THERE'S A LONG WAY TO GO BEFORE THE PRO TEST IS OVER. IT'S ONLY SIX WINS.

HIKARU SHINDO?

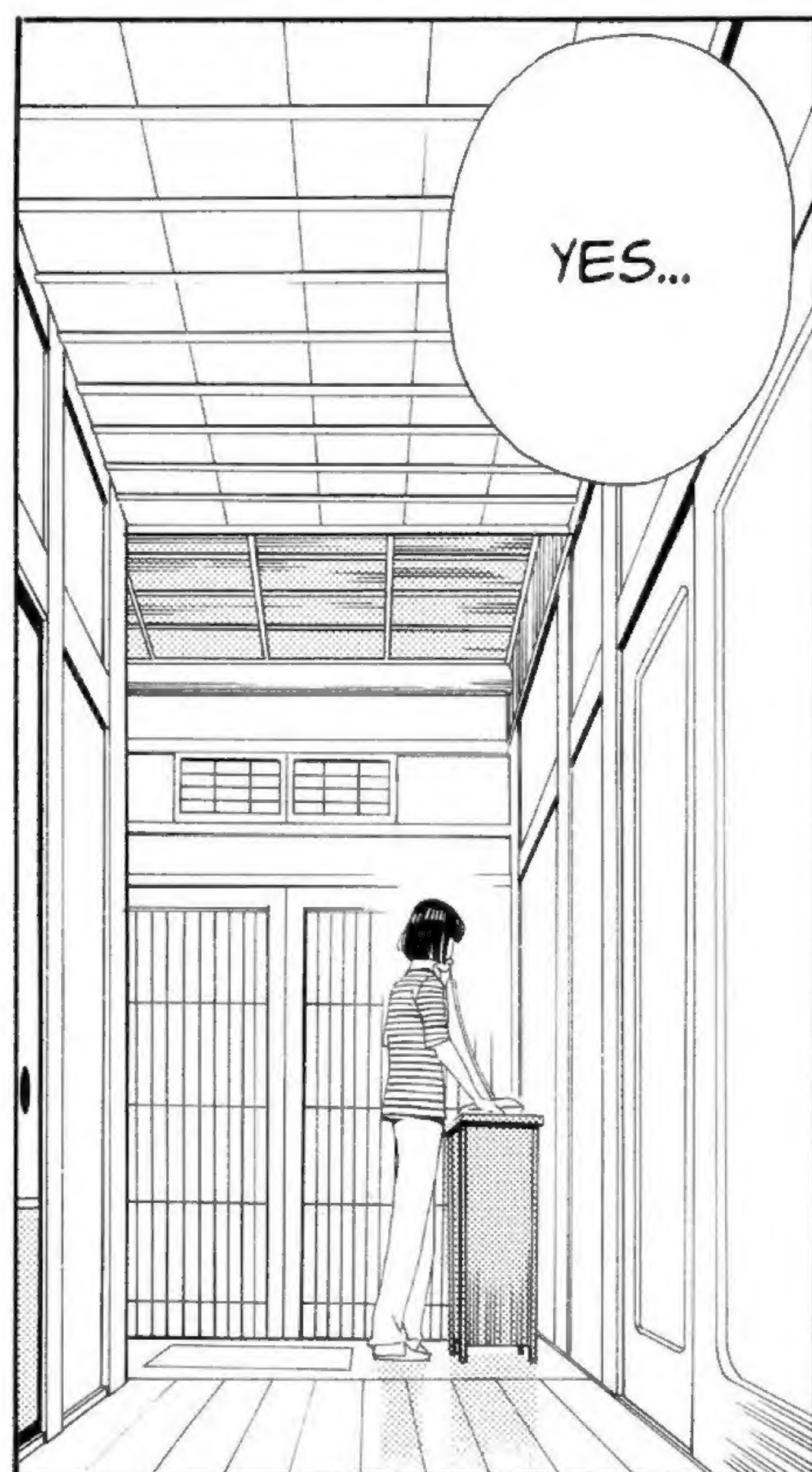



I HAVE TO KNOW...

JUST HOW GOOD HAS HE BECOME?!

JUST HOW GOOD IS HE?







AND
HE'S IN THE
MIDDLE OF
THE PRO
TEST?

THE
REQUEST
IS COMING
FROM AN
INSEI?



I'LL
DO
IT!



OKAY,
THANK
YOU
VERY
MUCH.

I'LL BE
THERE.

YES.

The End of
The Pro Test
Begins!

vizMANGA

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